THE DARK SUN DM'S GUIDE IS HERE!

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Dark Sun Guide to the Tablelands
Explore the City-States of Athas

Dark Sun Monster Supplement
Over 20 New Monsters for Your Campaign

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the Dark Sun DM's Guide

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Welcome to a desert world ruled by sinister dragon-kings, where only the fittest survive the heat of the sun, the predations of horrid monsters, and the intrigues of their fellows. The *Dark Sun DM's Guide* you're about to read describes the Tablelands, a relatively hospitable part of the arid world of Athas. Seven city-states rule the Tablelands, although their reach doesn't extend far beyond their walls. The desert wastes between the city-states are home to strange monsters, bandit tribes, and ancient ruins.

Dark Sun characters fight in gladiator matches, guard caravans from desert bandits, free slaves from cruel masters, and perhaps overthrow the evil dragon-kings that rule the city-states. They'll be more powerful than PCs in other D&D games, but they'll need every advantage to survive in such an inhospitable world.

Dark Sun is fundamentally a Dungeons & Dragons campaign, changed just enough to bring the desert world of Athas to life. Psionics are integral to the setting; you'll need the *Expanded Psionics Handbook* to fully explore the world of Dark Sun. Most real-world animals don't exist on Athas, replaced instead with strange (and often psionic) creatures. All PCs know at least one or two psionic powers, regardless of their class.

Dark Sun is also an environment of hardship and scarcity. Due to desert temperatures that reach 150 degrees at midday, few creatures wear heavy armor. Metal is so scarce and precious that bone and obsidian are fashioned into crude but deadly weapons. Even magic can be treacherous; wizards face the continual temptation to destroy what little life remains on Athas in exchange for greater arcane power.

Because Athas is such a dangerous place, the character races are all more powerful than their standard D&D equivalents. Humans, for example, have higher ability scores than those described in the *Player's Handbook*, and they have one or more innate psionic powers. Elves, half-elves, dwarves, and halflings are likewise distinct both culturally and mechanically from their *Player's Handbook* counterparts.

DARK SUN also introduces other PC races to the mix, including aarakocras (nomadic bird-men), half-giants (massive creatures bred as slaves), muls (incredibly tough half-dwarves), pterrans (savage lizard creatures), and thri-kreen (four-armed mantis warriors). This incarnation of the DARK SUN setting adds two new races taken from the *Expanded Psionics Handbook*: the elan (cerebral creatures created through psionic ritual) and the maenads (wiry humanoids who are stern in peace and fierce in war).

Sooner or later, most DARK SUN campaigns pit the PCs against one or more of the six dragon-kings, each of whom rule one of the city-states with a tyrannical fist. Once human, the dragon-kings are all epic-level wizards who've defiled Athas in exchange for becoming ageless dragons. Now they rule teeming metropolises with an army of clerics at their disposal, forcing their subjects to worship them as gods and using human sacrifice to sustain their evil power. Each dragon-king is a ready-made master villain for a DARK SUN campaign. Lower-level PCs will have to deal with the intrigues of a dragon-king's clerics and other agents, and the most powerful PCs may eventually to go toe-to-toe with the dragon-kings in a bid to free a city-state from tyranny.

DARK SUN campaigns can begin in or near any of the seven city-states, but two are particularly common choices: Urik and Tyr. Urik is an archetypal city-state, ruled by a cruel but powerful dragon-king named Hamanu. Urik has a powerful army capable of menacing neighboring city-states, and Hamanu continually plots against his fellows. Hamanu's clerics use draconian laws to subjugate Urik's population, but they're unable to completely quash the revolutionary cells that occasionally strike a blow for freedom by freeing slaves or sabotaging one of Hamanu's projects.

Tyr, on the other hand, is unique among the city-states because it's been free of the yoke of a dragon-king for three centuries. Because wizards helped overthrow Kalak the dragon-king, arcane spellcasters don't face the prohibitions and prejudice in Tyr that they do elsewhere. So far, Tyr has managed to weather attacks from other city-states and various coups and counterrevolutions from factions within the city. But the free city of Tyr and its nearby iron mines are a rich prize for the other dragon-kings, so the city's continued freedom is far from assured.

This *DARK SUN DM's Guide* describes the seven city-states in detail and tells of the monsters that inhabit the Tablelands between the city-states. The *DARK SUN Player's Handbook*, in *DRAGON* #319, has the races, classes, equipment, and everything else needed to create a DARK SUN character.

So sharpen your blood obsidian sword and polish your psi-crystals. The world of DARK SUN awaits!

A Guide to the Tablelands

At its heart, DARK SUN is still D&D. We've eliminated the orcs, changed the elves, and made the dragons exceedingly rare, but it's still the game you love—seen through the lens of a very different world.

Fundamentally, DARK SUN is a campaign setting where the bad guys have already won, and now they're merely squabbling over their ruined prize. Viewed from the outside, the major battles on Athas are evil versus evil. When Urik invades Nibenay, there's no noble banner for PCs to rally around, and no order of paladins in shining armor charges into the fray. Two epic-level evil spellcasters throw armies of slaves and conscripts at each other in a battle that continues until even the victor is too exhausted to continue.

Hope is just a small flicker in the world of DARK SUN. But that's what makes it all the more precious, and nourishing that flicker of hope is a central theme in the campaign setting. When the players can wreck the plans of corrupt templars, keep a cell of rebels safely hidden, free some slaves, and protect what remains of Athas's ecology, they've helped keep hope alive. The situation is dire on Athas. Many live in slavery, starvation and thirst are rampant, and leaders are cruel tyrants. The land is barren and inhospitable; over every sand dune lurks another psionic horror hunting down the weak.

Things are bad in the world of DARK SUN. That's why, even in a landscape bereft of water and metal, hope is the most precious commodity of all.

Dark Sun Adventures

Unlike many campaign settings, adventures on Athas rarely involve crawling into a dark hole, fighting the monsters that live there, and taking their stuff back to town. To be sure, there are any number of ruins and fortresses—some of them underground—worth exploring. But DARK SUN adventures often connect to the theme of keeping the flicker of hope alive.

The following are some common adventure tropes for DARK SUN adventures.

Revolution: Tyrants—including some truly despicable villains—control most of the city-states. Many DARK SUN campaigns involve efforts to free the people of Athas from tyranny. Low-level PCs can free slaves, mid-level PCs can plot in revolutionary cells, and high-level PCs can threaten the very dragon-kings themselves. If your players like a mix of intrigue and action, a campaign based on a rebellion against one or more dragon-kings is a good choice.

In some ways, campaigns based in the city-state of Tyr are the reverse of the revolution trope. It's a place where a fundamentally good-intentioned leadership must quash coup attempts from sinister cults and shadowy cabals. This time it's the rebels who are evil, and the PCs keep hope alive by protecting the one city-state outside the reach of the dragon-kings.

Ecological Fable: In DARK SUN, sinister forces can gain more power for themselves by destroying nature. See any connections to real life? DARK SUN is a world that's been almost completely destroyed by power-hungry dragon-kings and lower-level defilers. Just as the rebel cells in the cities try to maintain hope by battling the tyrants, so too do the defenders of the wilderness keep hope alive by repairing the devastation the defilers have left in their wake.

ATHAS AND THE PLANES

Most DARK SUN campaigns work best if the action takes place on Athas itself. The Material Plane is in crisis, and the characters' efforts to preserve life and nurture freedom on Athas are central to the world of DARK SUN. Accordingly, the DARK SUN cosmology is as simple as possible, providing access to other planes of existence without making them particularly desirable places to visit.

Athas is the Material Plane, of course, and it coexists with the Ethereal Plane (called "the Gray" by the Athasians who know of its existence) and the Plane of Shadow (called "the Black"). Beyond the Gray and the Black are the four Elemental Planes of Air, Earth, Fire, and Water. There aren't any Outer Planes; outsiders live on more hospitable parts of the Elemental Planes or in the Gray or the Black.

Casting spells such as *etherealness* takes the spellcaster to the Gray, a smoke-bound place where a translucent, insubstantial version of the Material Plane can be seen. Visitors to the Gray can also will themselves to float beyond the parts of the Gray that touch the Material Plane. This functions like the Deep Ethereal (described on p. 55 of the *Manual of the Planes*), but the destination is a hazy, featureless void beyond time and space itself. This part of the Gray functions just like the Astral Plane, except that astral pools lead only to the elemental planes, the Black, and back to the Material Plane. Distant regions of the Gray also have cosmic wellsprings from which spring great gouts of pure, positive energy (effectively functioning as a Positive Energy Plane).

The *shadow walk* spell provides access to the Black, a continually shifting, twisted place that imperfectly mirrors the Material Plane—much like the Plane of Shadow described in the *DUNGEON MASTER'S Guide*. Like the Gray, the Black has regions far from the Material Plane accessible to travelers with the will and courage to visit them. With an act of will, the dark reflections of the Material Plane fade away, and the traveler walks the alien landscapes of the deep Black. Somewhere within this part of the Black is the prison of Rajaat, discoverer of arcane magic and creator of the dragon-kings. Other regions of the Black are suffused with negative energy, functioning as a Negative Energy Plane.

The four Elemental Planes have landscapes dominated by the relevant element, as described in the *DUNGEON MASTER'S Guide*. They are populated by all manner of outsiders, some good and some evil. If you create your own monsters for a DARK SUN game, create some outsiders from the Elemental Planes that function like the angels, demons, and devils of a traditional D&D game. Some elementals and outsiders rival the dragon-kings themselves in personal power, so they make good long-term patrons or campaign-climax villains.

THE TABLELANDS
Kalidnay
Lost Oasis
Tyr
Forest Ridge
Ringing Mountains
Fort Ianto
Fort Skonz
Hidden Village
Ogo
Fort Amber
Kled
Fort Iron
Malka
Ablath
South Ledopolus
Silver Spring
Urik
North Ledopolus
Gulg
Fort Sandol
Shazlim
Dragon's Bowl
Fort Harbeth
Great Ivory Plain
Nibenay
Fort Isus
Yaramuke
Fort Fyra
Balic
Last Fort
Raam
Outpost 19
Bleak Shore
Bodach
Fort Inix
Alfala
Cromlin
Fort Ebon
Fort Firstwatch
Samarah
Giustenal
Draj
Estuary of the Forked Tongue
Bitter Well
Arkhold
Waverly
Lake Island
City
Village
Fort
Oasis
Ruins
Bleak Tower
The Sea of Silt
Isle of Bones
N

Survival: One way to emphasize the tenuous nature of hope in DARK SUN campaigns is to create adventures in which the PCs' goal is simply to survive. At the end of the adventure is no treasure chest, no cheering crowd, and no grateful rescued maiden. The successful characters are simply still alive when it's all over. Often these adventures involve surviving in the wilderness for long periods of time, dealing with both natural hazards, vicious monsters, and heartless desert raiders.

The urban version of the survival trope is the gladiatorial arena. Different arenas have different rules, but it's often "kill or be killed." While the characters can earn a measure of fame (and perhaps even some money) from gladiator matches, the primary goal is survival. (If you want more ideas for gladiator adventures, see Chapter 4 of the *Complete Warrior* or DRAGON #303).

Survival adventures are a good way of reminding players that the world of DARK SUN is a harsh, unforgiving place. But don't relentlessly throw the PCs into one survival situation after another, because a steady diet of survival-only adventures can be demoralizing to the players. Use a survival adventure to emphasize how tough Athasian life is and how precious hope can be. Then give the PCs an adventure where they can take a tangible step that nurtures that hope.

Dark Sun Time

The standard calendar on Athas is the Calendar of Kings, which measures time from the founding of the city-states and the start of the Green Age more than 14,000 years ago. It's currently the Year of Desert's Reverence in the 194th King's Age.

Each King's Age is 77 years long, and each year within an age has its own name that depends on two astronomical patterns: the endlean cycle and the seofean cycle. The name of a particular year is simply a combination of the endlean cycle name and the seofean cycle name.

Endlean Cycle	Seofean Cycle
Ral's	Fury
Friend's	Contemplation
Desert's	Vengeance
Priest's	Slumber
Wind's	Defiance
Dragon's	Reverence
Mountain's	Agitation
King's	
Silt's	
Enemy's	
Guthay's	

With each new year, the calendar simply moves to the next endlean name and the next seofean name. If it's the Year of Desert's Reverence, the next year will be the Year of Priest's Agitation, then the Year of Wind's Fury. After every Year of Guthay's Agitation, a new King's Age begins with a Year of Ral's Fury.

A year is 375 days long and divided into three 125-day phases: high sun, sun descending, and sun ascending. The phases are marked by slight differences in the sun's astronomical behavior; there aren't seasonal differences in the weather or the length of daylight. Most denizens of the city-states simply refer to a particular day as the "51st of High Sun" or the "124th of Sun Descending."

A day is divided into 24 hours, called "bells" for the hourly chimes that ring in most city-states. Because sunrise and sunset are exactly 12 hours apart on Athas, they're used to mark the time as well. For example, most workers get out of the heat by 6 bells after sunrise, return to manual labor at 9 bells after sunrise, eat supper at 2 bells after sunset, and fall asleep by 5 bells after sunset. Each new day begins at sunrise.

Previous DARK SUN campaigns started in the 190th King's Age. We've moved the timeline forward to create a "safe harbor" where you can set your campaign without worrying about continuity with published DARK SUN materials. But you can use those sourcebooks and adventures as inspirations for your game—they represent an important time of upheaval in Athas's history.

Demographics

The rules in Chapter 5 of the *DUNGEON MASTER'S Guide* apply, except that each of Athas's metropolises has a magical power center—the dragon-king who rules it. The sole exception within the known parts of Athas is the city of Tyr, which has a conventional power center—a squabbling council of nobles.

To figure out the highest-level psionic characters in a community, consult the table below as a supplement to the similar table in Chapter 5 of the *DUNGEON MASTER'S Guide*.

HIGHEST-LEVEL PSIONIC LOCALS

Class	Character Level
Psion	1d8 + community modifier
Psychic Warrior	1d6 + community modifier
Soulknife	1d3 + community modifier
Wilder	1d4 + community modifier

Racial demographics vary widely on Athas. Slave tribes have disproportionate numbers of muls and half-giants (described in *Dragon* #319), while the city-states teem with humans and half-elves. The following table replaces the similar table in Chapter 5 of the *DUNGEON MASTER'S Guide*.

RACIAL MIX OF COMMUNITIES

City-State	Smaller Settlement	Slave Tribe
80% human	70% human	40% human
8% mul	16% one other race*	25% mul
5% dwarf	6% half-elf	15% half-giant
4% half-elf	5% dwarf	5% half-elf
2% half-giant	2% mul	5% dwarf
1% other races*	1% other races*	10% other races*

* Aarakocra, elan, elf, halfling, maenad, pterran, thri-kreen. These races are either relatively rare or they tend to congregate in their own communities.

City-States of Athas

The Tablelands, Athas's settled region, have seven city-states, each several thousand years old and ruled by a dragon-king and legions of templars, clerics who serve the dragon-kings they consider living gods. While smaller communities eke out an existence across the Tablelands, the city-states have the armies and the magical might to dominate the region. But the dragon-kings are bitter rivals, so no single city-state rises above the others for long.

About 300 years ago, in the Year of Priest's Defiance of the 190th King's Age, upheaval swept across the city-states as the dragon-king of Tyr, Kalak, died trying to achieve godhood. Rajaat, an ancient arcanist who created the dragon-kings, briefly escaped his extraplanar prison to kill Tectuktitlay of Draj and banish Andropinis of Balic. Abalech-Re, dragon-queen of Raam, died in battle with a human wizard. For a time, only Urik, Nibenay, and Gulg had dragon-kings ruling them, and many revolutionaries proclaimed the rise of an "Age of Heroes."

Alas, it was not to be. A kaisharga (psionic lich) known as Dregoth the Savior seized control of Raam and became its dragon-king. The templars of Draj created a figurehead to rule as the new dragon-king, but their puppet, a boy named Atzetuk, secretly developed enough power to become a true dragon-king in his own right. Balic fell into decades of chaos, but Andropinis eventually returned from extraplanar exile at the head of a maenad army. Only the city-state of Tyr never replaced its dragon-king.

But the time of upheaval tested the dragon-kings' ability to enforce their will on their subjects. Even the strongest dragon-kings spent decades defending their holdings from the predations of their rivals and the threat of internal strife. Only now are they beginning to exert their influence beyond the walls of their cities and plot the demise of their rivals.

HOW TOUGH IS A DRAGON-KING?

While they often demand that their subjects worship them, the dragon-kings aren't deities. They are the most powerful individuals in the world, however, combining the versatility of an epic spellcaster with the sheer toughness of a dragon. Plus, they have countless high-level templars and armies at their command.

Complete stats for a dragon-king would be useful only to the small number of D&D groups that actually face one in combat. All dragon-kings are epic-level wizards who've performed a lengthy ritual required to turn them into a dragon—a ritual that gives them epic psionic power as well.

If you need to run a dragon-king on the fly, assume they have the physical statistics of a great wyrm dragon, the spellcasting power of a 22nd-level wizard and the psionic power of a 22nd-level psion.

Urik

If there's an Athasian city-state that's stronger than the others, Urik is that city. The dragon-king Hamanu has survived the upheaval of recent King's Ages with his city intact. Urik's military is second to none, and Hamanu's templars keep the streets of Urik orderly with a strict code of laws and swift punishment for lawbreakers.

Demographics: Urik has the standard demographics for an Athasian city-state.

Lands: Urik lies in the middle of the sandy wastes on the northwest edge of the Tablelands. Sandstorms in the area are often fierce, and it is said that only Hamanu's magic keeps the sand dunes from slowly burying Urik. A small, relatively verdant belt surrounds the city for a few miles in every direction, and almost every square inch is tilled to provide food for Urik's teeming masses.

The Ringing Mountains are visible on the horizon west of Urik, although miles of rocky badlands separate Urik from its obsidian mines there. Stony barrens dominate the landscape to the east of the city, where a vast basin known as the Dragon's Bowl holds the tainted waters of Lake Pit.

Settlements: Urik controls the small city of Malka to the northwest, near its most productive obsidian mines. It also has smaller fortified towns in the Ringing Mountains that guard the passes to the Forest Ridge. The small city of Shazlim to the southeast is currently under Urik's control, although Nibenay actually built it and wants it back.

The yellow walls of Urik itself are one of the greatest architectural marvels of Athas. The city's buildings on the other hand are square and squat with little ornamentation. Hamanu has walled off a section of the city, turning it into a complex of palaces and gardens known as Destiny's Kingdom.

Power Groups: Hamanu tolerates no dissent, and because he's had uninterrupted control of his city-state for countless centuries, he has the authority and power to quash any potential rivals.

No one vies for power with Hamanu, but various power groups vie with each other to garner Hamanu's favor. In particular, the templars who control Urik's armies have long had a rivalry with the templars responsible for keeping the city safe and productive. Fights are common between the Legion and the City Guard over both minor slights and major decisions. The Legion wants to march on Tyr or Nibenay, while the City Guard warns that a military campaign would leave Urik overextended and vulnerable.

Beliefs: Worship of Hamanu is mandatory in Urik, with each citizen and slave expected to bow in the direction of Destiny's Kingdom every sunset and sunrise. Hamanu's code of laws is legendary, and his templars enthusiastically mete out justice for every infraction they see. Laws regulate almost every aspect of life in Urik, from how to prepare food to which side of the road to walk on.

Commerce: Urik is well known as Athas's greatest producer of obsidian and blood obsidian weapons. It also exports other gems and minerals gleaned from its mines in the Ringing Mountains.

Weapons made of obsidian and blood obsidian are 10% cheaper in Urik, and the city of Malka counts as a large city for the gp limit on weapons and armor. But Urik craves iron and will pay 75% of a used item's value if it's made of iron. For example, an adventurer could sell an iron falchion in Urik for 562 cp rather than the usual 375 cp.

Urik imports iron (usually from Tyr) and food (usually from Nibenay). Both situations vex Hamanu greatly. Urik's vaunted legions are often victorious on the battlefield but unable to capitalize on their gains because they must pause and re-equip their fragile obsidian weapons. In the past, Urik has tried without success to seize control of the iron mines outside Tyr. The farms immediately surrounding Urik aren't large enough to sustain Urik's citizens on more than a starvation diet, so a war with Nibenay would lead to food shortages almost immediately.

Language: Citizens of Urik tend to speak slowly, peppering their sentences with frequent references to Hamanu such as "may the Lion grant it" or "such is the Code of Hamanu." Because most adults have spent time serving Urik's Legions or City Guard, they are apt to phrase requests as commands, which residents of other city-states sometimes find rude. Rather than ask for a drink of water, a Urikite will simply say, "hand me that jug, citizen."

Arts and Crafts: The carver's art is held in very high regard in Urik, particularly stonecarving (although only buildings in Destiny's Kingdom get architectural ornamentation). Particularly common are statuettes of lions carved from bone (1d10 × 10 cp), granite (1d6 × 100 cp), or obsidian (3d6 × 100 cp).

Entertainment: Roughly twice a phase, Hamanu himself leads a grand parade of templars, legionaires, and circus-like curiosities through the streets of Urik. Attendance is mandatory at these parades for all free citizens, and most slavemasters use parade-viewing as a reward for good behavior. During these parades, Hamanu takes the form of a half-man, half-lion dressed in ornate, golden armor.

As in the other city-states, gladiatorial spectacles are popular, and Urik has several arenas and a daily fight schedule. Particularly popular in Urik are group events featuring two "armies" of gladiators (each with roughly a dozen combatants) that battle to the death before the delighted crowd.

Urik Characters

Characters who come from Urik likely spent time in the city-state's military, whether as slave conscripts or free citizens in a better-equipped "elite legion." Hamanu drafts every able-bodied citizen he can, usually for a year unless he's gearing up for war.

Adventuring Urikites: Most PCs from Urik will be of lawful alignment and have a sense of self-discipline from their time under Hamanu's banners. The majority are fighters, although Urik has several academies of psychic warriors and psions as well.

Alternatively, a PC from Urik might be driven to the life of a wandering adventurer because he found the myriad laws of Urik too stifling. Such a PC might be disillusioned with Hamanu's rule after a friend or family member was punished out of proportion for a "crime" in Urik. What revolutionaries exist in Urik are surely driven by their hatred of the Code of Hamanu, which epitomizes law without the tempering influences of justice or mercy.

Urikites often treat visiting adventurers with a circumspect curiosity. Hamanu closed off the city to the outside world for decades after the upheaval of the 190th King's Age, and the city receives few visitors other than trade caravans. Thus Urikites tend to be curious about the outside world, but they don't want to ask too many questions and attract the attention of the templars. Urik's laws regarding contact with foreigners are complex, and some Urikites reflexively shun outsiders rather than risk breaking a law.

Character Development: Many PCs who spend time in Urik take a few ranks in Knowledge (local) so they don't break the Code of Hamanu. A DC 10 Knowledge (local) check suffices to know what Urik's laws are on a common topic (everyday commerce, violent crime, etc.), and a DC 15 Knowledge (local) check reveals law on more esoteric topics (building codes, import/export law, etc.).

One of Urik's great draws for adventuring PCs is the King's Academy, a huge institute devoted to psionic learning within Destiny's Kingdom. Hamanu's templars take children who show signs of psionic prowess to the King's Academy rather than conscripting them into the army, and recently Hamanu has provided limited access to visitors and older citizens of the city-state. Psionic characters can receive training there, but they must contend with the Bureau of Security, which carefully monitors them and assesses their psionic strength.

Urik also has several training centers for psychic warriors, including the Temple of of the South Wind and the Academy of the Phoenix. The templars monitor these training centers, but they don't receive the level of scrutiny that those at the King's Academy receive.

Character Names: Many Urikite names have a Babylonian sound to them. Common names include: Anuta, Mardukai, Kinurta, Assurda, Tukulti, Nutakkil, Shusku, Resha-Ishi, Ashared, Belkali, Shuqa, Erida, Shamsi.

Notable Urikites

Nabu Taekad is a high inquisitor in Urik's Bureau of Security. A graduate of the King's Academy and a templar, Taekad's job is to monitor unusual or powerful visitors to the city using both his psionic powers and the divine spells granted by Hamanu. If the PCs attract the templars' attention during an adventure, they may send Taekad to investigate. Unless he's undercover, Taekad travels with a retinue of four to six 5th-level templars.

Nabu Taekad, Half-elf Clr5/Psion (Telepath) 5: CR 10; Medium humanoid (half-elf); HD 5d8+5d4+10; hp 44; Init +0; Spd 20 ft.; AC 15, touch 10, flat-footed 15; Base Atk +5; Grp +5; Atk/Full Atk +6 melee (1d8/×3, +1 *iron spear*); SA spells, psionics, rebuke undead; SQ elf traits; AL LE; SV Fort +9, Ref +5, Will +14; Str 10, Dex 10, Con 12, Int 16, Wis 16, Cha 14.

Skills: Bluff +9, Concentration +14, Diplomacy +14, Disguise +2 (+4 acting), Gather Information +11, Intimidate +10, Listen +4, Psicraft +8, Search +6, Sense Motive +12, Spellcraft +11, Spot +4.

Feats: Combat Casting, Inquisitor, Investigator, Persuasive, Psionic Endowment, Psionic Meditation.

Languages: Common, Dwarven, Elven, Maenadi.

Spells Prepared (5/4+1/3+1/2+1; save DC 13 + spell level): 0—*cure minor wounds, detect magic* (2), *light, read magic*; 1st—*bane, cause fear, cure light wounds, sanctuary*, shield of faith*; 2nd—*calm emotions*, cure moderate wounds, hold person, zone of truth*; 3rd—*bestow curse, cure serious wounds, protection from energy**.

*Domain Spell; *Domains:* Law (cast Law spells at +1 caster level), Protection (*protective ward* grants +5 resistance bonus on next save, 1/day).

Powers Known (43 PP; save DC 13 + power level): 1st—*attraction, crystal shard, demoralize, empathy, mindlink, psionic charm*; 2nd—*aversion, brain lock, detect hostile intent, read thoughts, suggestion*; 3rd—*danger sense, dispel psionics, psionic blast.*

Possessions: +1 bronze breastplate, +1 iron spear, headband of intellect +2, +3 cloak of protection.

Urik Encounters

It takes a great deal of effort to approach Urik without attracting the attention of one of its roving legion patrols.

EL 7: Four 1st-level fighters on kanks. They have orders to stop and question any travelers in the immediate vicinity. Their treasure includes the listed gear and a *tablet of sending* (1,400 cp), which when broken sends a brief verbal message to headquarters.

Urik Mounted Legionnaire: Human Ftr1; CR 1; Medium humanoid (human); HD 1d10+1; hp 6; Init +3; Spd 20 ft.; AC 17, touch 13, flat-footed 14; Base Atk +1; Grp +4; Atk/Full Atk +4 melee (1d8+3/×3, iron lance) or +4 ranged (1d8+3/×3, composite longbow); SA psionics; SQ —; AL N; SV Fort +3, Ref +3, Will +1; Str 17, Dex 16, Con 13, Int 8, Wis 12, Cha 10.

Skills: Ride +7, Spot +5.

Feats: Mounted Archery, Mounted Combat, Ride-By Attack.

Languages: Common.

Powers Known (3 PP; save DC 10 + power level): 1st—*missive.*

Possessions: Iron lance, composite longbow (+3 Str), 20 iron arrows, shell armor, buckler, kank, saddle, harness, bit and bridle.

Urik Adventures

Because Hamanu takes an active hand in managing the affairs of Urik, there's less of an organized resistance to his rule. As soon as Hamanu or the templars uncover the existence of a revolutionary cell, they crush it ruthlessly.

Accordingly, many Urik adventures involve aspects of the city other than the effort to overthrow a dragon-king.

- The PCs are novice gladiators—willingly or coerced—who team up to survive and potentially win a "tournament of armies" at one of Urik's arenas. At first they'll face other low-level conscripts, but eventually they'll do battle with monsters and well-trained gladiator teams.
- A high-ranking member of House Stel (Urik's largest merchant house) hires the characters as extra guards on a shipment of iron from Tyr to Urik, despite warnings from other merchants that elven raiders have made the main road unsafe.
- A high-ranking templar offers the characters power (magic, political, or otherwise) if they can eliminate the taint from Lake Pit.

Raam

Raam, called the "City of the Dead," is ruled by Dregoth, an undead dragon-king who once ruled the ruined city-state of Guistenal. He seized control of Raam more than 200 years ago, transforming it into a dark city where the living walk side by side with the dead.

Demographics: Raam had typical demographics before the coming of Dregoth. Now fully 20% of the city's population are Athasian zombies, and another 10% are skeletons. The zombies and skeletons perform most of the city's manual labor, so Raam has few laborer slaves.

Lands: Raam lies in the center of scrub plains surrounded on all sides by stony barrens. To the south is a small mountain range that separates the city-state from the Sea of Silt.

Settlements: Dregoth is aggressively building forts and settlements for miles in every direction. In addition to Raam itself, he controls the small city of Break Shore at the edge of the Sea of Silt, and he's building towns throughout the stony barrens. These new settlements produce little of value, so their purpose is a mystery.

But Raam's greatest building project is on the ruins of Fort Ebon, where the psionic lich has an army encamped, ready to defend the ruins against an incursion by Draj's forces. Dregoth has hundreds of undead laborers rebuilding the fort—but rebuilding it as a sinister spire of black basalt with ornate parapets and (it is rumored) a vast underground labyrinth.

Power Groups: Within Dregoth's hierarchy, there's a rivalry between the dragon-king's living templars and his undead minions. The undead have the upper hand, because many templars are reanimated as undead and thus support the faction they may have opposed in life. But the living templars are very useful to Dregoth because they can rebuke and command the low-level undead that comprise much of Raam's labor force.

Two other factions have a measure of power in Raam. The M'Ke merchant house was the de facto ruler of the city for much of the time between Abalach-Re's death and Dregoth's arrival, and they still wield a great deal of influence in commerce and among the nobility. House M'Ke would be pleased if the city-state weren't overrun with undead—they miss the days when they could bribe or coerce a templar into

letting them have their way. The house doesn't oppose Dregoth directly, but it wants as little to do with the undead minions as possible.

Forced underground once Dregoth arrived, the Yellow Monastery is a well-organized group of revolutionaries dedicated to the establishment of a free Raam. Aiding the Yellow Monastery is punishable by death, but many of Raam's free citizens view the rebels kindly because during the days when Raam had no ruler, the monastery managed to feed and protect those in its neighborhood. The monastery building lies vacant and ruined today, but the rebels plot revolution from basements and catacombs across Raam.

Beliefs: Dregoth teaches the denizens of Raam that death is nothing more than a change in state, not a barrier to continued work for the city-state. Many citizens have become inured to the undead working in their midst. But for those who break his laws, Dregoth promises a variety of fates worse than death, including unending torture, the death and reanimation of family members, and other cruel punishments.

Commerce: Raam neither imports or exports much. The few trade caravans that come to the City of the Dead bring luxury goods or iron, and they leave with Raamin pottery.

Most goods in Raam cost the normal amount. Settlements under Raam's control are considered to be one size larger for the gp limit for clerical scrolls and magic items with a necromancy aura.

Language: Few denizens of Raam willingly use the words "dead" or "death." They almost always resort to a euphemism such as "crossing over," "passing on," or "walking beyond us." A loyal Raamin considers the city-state's appellation "City of the Dead" to be a great insult. Raam's templars sometimes refer to Raam as "City of Creation," but no one else does.

Arts and Crafts: Pottery and ceramics are a specialty in Raam, and the smoke from the city's many kilns often makes it hard for the living residents to breathe. Typical treasures from Raam include painted funeral urns (3d6 × 10 cp), glazed ceramic tableware (1d6 × 100 cp), and fine porcelain statuettes (2d6 × 100 cp, or 4d6 × 100 cp if adorned with gems).

Entertainment: Raam has little in the way of public entertainment, because a third of its citizenry is utterly disinterested in even the most beguiling song. Bards perform for Raam's nobles, but lower-class citizens get little entertainment beyond the walls of the city-state's arenas.

As one might expect, gladiator fights in Raam are almost always to the death. One particularly popular battle pits two living gladiators against each other. When one dies, the battle is paused so the loser is reanimated as an Athasian zombie (p. 50), then the battle begins anew. Some intelligent undead make a career for themselves in Raam's arenas, for battles between undead gladiators and living ones are common. But by Dregoth's decree, the undead never face each other in Raam's arenas.

Raam Characters

Raam is an unusual place for a PC to come from. One way or another, those who hail from Raam are marked by their connection with death.

Adventuring Raamins: A typical adventurer from Raam is probably knowledgeable about undead and necromancy. Many grow disgusted with the uncaring zombies and the pervasive evil of Raam and take up an adventurer's life to escape a dismal existence that even death won't end.

Raam is a good choice for a player who wants to play a disaffected templar. Because the undead seem to be taking over, many templars are being forced out of Dregoth's hierarchy or dropping out when they can't stand working for the undead anymore. If you like playing characters who try to make amends for past misdeeds, an exiled templar from Raam is an excellent choice.

Living residents of Raam tend to be welcoming of visiting adventurers, while the undead largely ignore travelers. Dregoth and the templars are too busy with various building projects to pay attention to visitors who keep a low profile.

Character Development: Adventurers in Raam will find that anti-undead spells such as *hide from undead* and *searing light* are particularly useful. But telepaths and enchanters soon find adventuring in Raam more difficult because all undead are immune to mind-affecting spells and powers.

Despite this, psionic characters may be drawn to Raam for another reason. The oldest center of psionic learning on Athas, the Psiumarkh, is headquartered in Raam. The psionic masters of the Psiumarkh take great pains to demonstrate their neutrality and utter disinterest in city-state politics or power struggles. Even when the city was in chaos after Abalach-Re's death, the Psiumarkh simply closed its doors and ignored the riots around it. The Psiumarkh is home to several small colleges and mysterious cabals of psions and wilders, including several factions of the Order. But even the most bizarre psionic cults within its walls are careful not to draw Dregoth's attention by meddling in Raam's affairs.

Character Names: Many Raamin names sound like those of ancient Persia. Common names include: Ardu, Achaemon, Athiya, Buxsha, Cyaxares, Hytapses, Gobrya, Kuru, Thuxra, Vahauka, Shathrita, Vaumisa, Kudra-Kara.

Notable Raamins

Otanes Thispaya is a templar in Raam's Hall of Seers, spending his time researching ancient lore and performing divinations for other templars and Raam's richer citizens. If the characters have esoteric questions about death, undeath, or the Black (see the Athasian Cosmology sidebar, page 62), their inquiries might lead them to Otanes.

Otanes Thispaya, Human Clr13: CR 13; Medium humanoid (human); HD 13d8+13; hp 71; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +9; Grp +8; Atk +8 melee (1d4–1/19–20, iron dagger); Full Atk +8/+3 melee (1d4–1/19–20, iron dagger);

SA psionics, spells, rebuke undead; SQ —; AL N; SV Fort +9, Ref +4, Will +14; Str 8, Dex 10, Con 12, Int 13, Wis 22, Cha 14.

Skills: Concentration +17, Knowledge (religion) +17, Knowledge (the planes) +17, Spellcraft +17.

Feats: Brew Potion, Craft Staff, Craft Magic Arms and Armor, Craft Wondrous Item, Scribe Scroll, Spell Penetration.

Languages: Common, Ignan.

Spells Prepared (6/7+1/7+1/5+1/5+1/4+1/3+1/1+1; save DC 16 + spell level): 0—*cure minor wounds, detect magic* (2), *guidance, mending, purify food and drink*; 1st—*bless, cause fear*, command* (2), *comprehend languages, deathwatch, sanctuary, shield of faith*; 2nd—*augury* (2), *calm emotions, detect thoughts*, hold person* (2), *lesser restoration, zone of truth*; 3rd—*clairaudience/clairvoyance*, cure serious wounds, dispel magic, helping hand, locate object, speak with dead*; 4th—*cure critical wounds, discern lies, divination* (2)*, *restoration, sending*; 5th—*commune* (2), *raise dead, scrying, true seeing**; 6th—*banishment, find the path*, heal, word of recall*; 7th—*legend lore*, resurrection.*

*Domain Spell; *Domains:* Death (death touch 1/day, damage 13d6), Knowledge (cast divination spells at +1 caster level, all Knowledge skills are class skills).

Powers Known (11 PP; save DC 12 + power level): 1st—*detect psionics*; 2nd—*psionic identify*; 3rd—*ubiquitous vision.*

Possessions: Staff of divination (15 charges remaining), *periapt of wisdom +4*, iron dagger.

Raam Encounters

Encounters in Raam almost always involve undead, and they're particularly effective when you put an evil templar in command of low-level undead.

EL 7: A typical city guard patrol in Raam consists of a 5th-level cleric and three Athasian zombies (in this case, former criminals and 1st-level rogues). Their gear is their only treasure.

Raam Templar Patrol, Human Clr5: CR 5; Medium humanoid (human); HD 5d8+5; hp 27; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +3; Grp +5; Atk/Full Atk +6 melee (1d8+1, morningstar); SA psionics, spells, rebuke undead; SQ —; AL CE; SV Fort +6, Ref +3, Will +9; Str 14, Dex 12, Con 13, Int 8, Wis 18, Cha 12.

Skills: Concentration +9, Knowledge (religion) +7.

Feats: Combat Casting Extra Turning, Weapon Focus (morningstar).

Languages: Common.

Spells Prepared (5/4+1/3+1/2+1; save DC 14 + spell level): 0—*cure minor wounds, detect magic* (2), *guidance, light*; 1st—*cause fear*, command, doom, entropic shield, magic weapon*; 2nd—*death knell*, desecrate, hold person, silence*; 3rd—*animate dead*, dispel magic, magic vestment.*

*Domain Spell; *Domains:* Chaos (cast Chaos spells at +1 caster level), Death (death touch 1/day, damage 5d6).

Powers Known (6 PP; save DC 11 + power level): 1st—*demoralize*; 2nd—*mental disruption.*

Possessions: +1 bronze breastplate, light wooden shield, masterwork bronze morningstar, *cloak of protection +1*, scroll of *cure critical wounds.*

Raam Adventures

Raam has an active resistance (led by the Yellow Monastery), an aggressive dragon-king, and many mysterious building projects across the region While Raam doesn't make a good choice for a "home base" city for the PCs, it can be the site of a memorable adventure or two.

- The characters are hired by House M'Ke to help guard a caravan leaving Raam. Along the way, they learn that their cargo consists of dead revolutionaries that Dregoth's templars wish to animate and turn against their former allies. The rebels are paying House M'Ke a small fortune to get the bodies beyond Dregoth's reach.
- The characters find a papyrus map detailing a major cache of magic weapons underneath Fort Ebon. But they've got to get past Raam's army outpost, the undead laborers, and a mysterious presence below.
- One of Dregoth's highest-ranking templars promises that "secrets beyond life and death" await anyone who can reclaim Dregoth's former home, the now-ruined city-state of Guistenal.

Draj

While the people of Raam live in fear of the undead that surround them, the denizens of Draj fear the weekly "cullings" of the population for sacrificial victims. The dragon-king of Draj, Atzetuk, is responsible for a bloody reign of terror, using his templars to ritually slaughter dozens of freemen and slaves each week. Some say Atzetuk is mad with bloodlust, while others whisper of an arcane purpose behind the string of bloody sacrifices.

While the sacrificial rituals of Draj are notorious throughout the Tablelands, the city-state is also well known for its warrior culture and the relative freedom enjoyed by its nobles.

Demographics: Draj has the standard demographics for an Athasian city-state.

Lands: Draj sits in the center of a mud flat that interrupts the stony barrens north of the Sea of Silt. Even though the mud flat is cracked and parched much of the time, Draj is still the most fertile of the seven city-states and the only one that regularly exports food.

Northeast of Draj is the Basin of Un-Kar, a vast depression with a flat-topped mesa in the center of it. Many strange monsters emerge from the Basin of Un-Kar to menace the noble farms that suuround Draj. Both Draj's army and the private forces of the noble families spend much of their time fighting marauding monsters and starving tribes of elves and former slaves.

Settlements: A ziggurat the size of a small mountain, the Temple of the Two Moons is visible from every point in Draj.

Therein Atzetuk rules his city, and he personally performs many of the sacrifices from a platform at the summit of the ziggurat. The Temple of the Two Moons has channels carved into its sloping walls that extend throughout Draj, so that after a particularly large sacrifice, blood rushes in a veinlike pattern across the city.

The other notable buildings in Draj are the tecpans, lodgelike buildings where the nobles of the city meet. Unlike the other dragon-kings, Atzetuk gives the nobles a degree of autonomy, allowing them to make some policy decisions and police themselves. But the nobles' independence is more theoretical than concrete; nobles who thwart the will of Atzetuk are often chosen by templars for sacrifices atop the Temple of the Two Moons.

One final building in Draj bears mention: The ruins of the House of the Mind. Formerly a massive academy devoted to psionic learning, Atzetuk destroyed it and all inside when he became a dragon-king. By Atzetuk's decree, the ruins remain untouched, a constant reminder not to draw the wrath of the dragon-king. But once or twice a year, interlopers try to sneak into the rubble and extract a psionic item or other power source rumored to lie among the ruins. The templars catch some, and others simply don't come back, falling victim to a mysterious psionic force somewhere below the House of the Mind.

Atzetuk also controls a major trade oasis to the east, Bitter Well, and a stronghold along the road to Raam, Fort Firstwatch, where his armies observe the construction efforts at Fort Ebon with great interest and trepidation.

Power Groups: Atzetuk's templars, called Moon Priests, comprise the most powerful faction in Draj. Because high-ranking Moon Priests have the authority to "cull" anyone for sacrifice—noble, free citizen, or slave—they generally get what they want. However, they're less apt to meddle in the affairs of the merchant houses or nobles than their counterparts in other city-states because Atzetuk keeps them busy with various sacrifices and other rituals. Only when the security of the city-state is in question will the Moon Priests involve themselves in anything beyond the routine efforts required to keep Draj running.

When Draj's first dragon-king, Tectuktitlay, died almost 300 years ago, his templars conspired with powerful psions from the House of the Mind to install a boy named Atzetuk to the throne as Tectuktitlay's successor. The two groups planned to jointly control the boy as a figurehead, keeping their own positions of power secure and avoiding the riots and destruction that struck Raam and Balic when they lost their dragon-kings. At first their ruse was successful, but over time the templars and the House of the Mind started to disagree on matters of policy—and Atzetuk somehow learned more about magic and psionics than anyone thought possible. With the aid of a splinter group of templars, Atzetuk made the transformation into a true dragon-king, destroying the House of the Mind and cowing the rest of the templars. Once a figurehead, Atzetuk now wields the nigh-limitless power of a dragon-king.

While Atzetuk's templars are the most powerful group in Draj, the nobles wield more influence here than in other city-states. Many noble families control tracts of relatively fertile agricultural land and have become rich selling food and hemp to the merchant house of Tsalaxa for export. Draj's noble families are thus both rich and able to govern themselves—as long as they don't cross Atzetuk. Furthermore, the warrior culture of Draj demands that the head of each household be tested in battle, so the officer corps in the Draji army has as many nobles as it does templars.

House Tsalaxa is the most powerful merchant house in Draj. It has a reputation for ruthlessness and intrigue, but recently infighting among the Tsalaxa family has wracked the house, emptying its coffers. Those members of House Tsalaxa not caught up in the internal battle for control of the house are desperate for lucrative trade contracts and successful caravan trips.

Several groups of druids work secretly within the walls of Draj, while residents embittered by Atzetuk's sacrifices have formed rebel cells of their own. Thus far the templars have been able to quash rebel plots as they uncover them, sending the rebels on one-way trips to the top of the Temple of the Two Moons. But the druids are cautiously establishing a network of rebel cells. Once it grows strong enough, they'll try to overthrow Atzetuk or at least ruin whatever scheme is tied to the ritual sacrifices.

Beliefs: The dragon-king that founded Draj, Tectuktitlay, had a keen interest in having the denizens of the city-state worship him as a god-emperor. He established temples to himself across the city and made faith in Tectuktitlay and the twin moons mandatory. Atzetuk has continued this tradition, claiming a divine right to rule Draj—and eventually all of Athas, his templars promise.

Central to Atzetuk's religion is the belief that ritual sacrifices are required to ward off disasters and misfortune. Atzetuk's templars often point out that Draj was able to avoid much of the chaos that befell Raam and Balic after their dragon-kings died or disappeared. They likewise claim that the sacrifices keep a permanent hurricaine of dust and rain called the Cerulean Storm from moving northward and engulfing them.

Druids working secretly in Draj say that the sacrifices have nothing to do with protection against natural or manmade disasters. But they do have some purpose and often unleash powerful conjuration and transmutation magic, according to revolutionaries who've seen the sacrifices up close. The druids and other rebel cells in Draj would very much like to know the real reason for Atzetuk's state religion.

Commerce: The farms that surround Draj produce food—mostly staple grains—and hemp for clothes and rope. Some of the nobles have surreptitiously started growing sasuril, a fibrous tuber that produces a sensation of lassitude when

infused into hot water (like a tea). Sasuril is illegal in all the city-states because it's highly addictive and it soon renders the user too sleepy to be productive. But for many on Athas, the drug is a release from an otherwise miserable existence.

Draj imports what metal and obsidian it can, but its biggest imports are both skilled and unskilled labor. Between the templars' sacrifices and the back-breaking farm work, life is particularly harsh for slaves in Draj. And once Atzetuk's reign of blood began, many skilled free citizens emigrated to other city-states or smaller communities rather than risk becoming sacrificial victims themselves.

Language: Residents of Draj are known throughout Athas for their characteristic bluntness. A Draji thinks nothing of saying "you smell bad," or "I charge higher prices when foreigners ask." Among the denizens of Draj, everyone's accustomed to direct talk, but outsiders regard the habit as unsettling and rude.

Arts and Crafts: Along with Gulg, Draj is a center for the textile arts on Athas. In particular, rugs and tapestries are regarded as high art, especially when cords that comprise them have been stained with various dyes to create colorful tapestry-mosaics. Typical treasures from Draj include abstract wall tapestries (1d6 × 100 cp), portrait tapestries (4d6 × 100 cp), and deep-pile floor rugs (1d4 × 1,000 cp).

Entertainment: Many of the sacrificial ceremonies at the moon temples across Draj are public spectacles that include dancing, singing, and in particular long orations that praise Atzetuk and provide homilies for Draj's citizenry. The templars who perform major sacrifices are among the most well-known residents of the city. A templar skilled in Perform (oration) can often whip a crowd into a bloodthirsty frenzy, then sate them with an elaborate execution. The public sacrifices are generally well-attended; the crowds gather for the entertainment, the religious sermons, and the free food and drink often available during the ceremonies.

Gladiator battles are also popular, though less so than in Urik or Raam. Many noble families own stables of gladiators, and by custom are bound to free one gladiator slave each season. The possibility of freedom is an attractive lure for many slaves toiling in the fields, and some nobles use gladiator status as a reward for good behavior and high productivity among their workers.

Draj Characters

Draj is a dangerous place to live, but freemen and nobles there enjoy a greater degree of autonomy than elsewhere on Athas. And it's the city-state with the most active resistance to the rule of its dragon-king.

Adventuring Draji: Unless they have specific training in the diplomatic arts, many adventurers from Draj carry some of their characteristic bluntness with them when they adventure elsewhere. Expatriate Draji are relatively common, because many residents of the city leave when they draw the attention of templars before a culling. Others impose exile on themselves or join the underground when friends or family members are senselessly slaughtered on Atzetuk's altars.

Other adventurers from Draj retain some pride in their home city-state—especially those from the noble families. Draj's nobility combines a keen appreciation of military matters with a nascent sense of democratic—or at least oligarchic—ideals. Atzetuk may be a bloody tyrant, but Draj's nobility is proud of its traditions of autonomy, productivity, and martial prowess.

Most residents of Draj make at least a token effort to be hospitable to visitors. After all, they get fewer visitors than most city-states because they're on the edge of the Tablelands—and all of Athas has heard of the rivers of blood that stream from the Temple of the Two Moons. Travelers in Draj are likely to be treated well, as long as they don't take impolite comments from Draj natives personally.

Character Development: Fighters and rangers are more likely to come from Draj than rogues, clerics, or members of the psionic classes. When Atzetuk became a dragon-king, one of his first acts was to crush the House of the Mind, one of Athas's largest centers of psionic learning. Psionics is still regarded with a degree of trepidation in Draj. The House of the Mind may lie in ruins, but Atzetuk's templars seem to apprehend a disproportionate number of psionic residents during their cullings.

Character Names: Many Draji names have an Mayan or Aztec sound to them. Common names include: Abkinzo, Hulnebak, Chaam, Chibirak, Aurukan, Kulitay, Tlacezet, Xodat, Xiutal, Mazatal, Ollin, Tetlak, Quataal.

Notable Draji

Kuliak Talecatcher is a druid devoted to thwarting Atzetuk's larger plans—but he doesn't know exactly what they are. He poses as a freeman weaver in Draj's Dye District, but he also runs an underground cell that sabotages the templars' efforts wherever possible and tries to figure out the meaning behind Atzetuk's many sacrifices. Kuliak can be a useful patron for revolution-minded PCs, and he sometimes rescues victims from the sacrificial altar if they'll be useful to the nascent rebellion.

Kuliak, Half-elf Drd9: CR 9; Medium humanoid (half-elf); HD 9d8+18; hp 58; Init +0; Spd 20 ft.; AC 14, touch 10, flat-footed 14; Base Atk +6; Grp +7; Atk +8 melee (1d6+1/18–20, +1 *blood obsidian scimitar*); Full Atk +8/+3 melee (1d6+1/18–20, +1 *blood obsidian scimitar*); SA wild shape 4/day; SQ nature sense, resist nature's lure, trackless step, venom immunity, wild empathy +9, woodland stride; AL NG; SV Fort +8, Ref +3, Will +10; Str 12, Dex 10, Con 14, Int 14, Wis 18, Cha 10.

Skills: Bluff +6, Concentration +14, Diplomacy +4, Disguise +6 (+8 acting), Gather Information +2, Intimidate +2, Knowledge (nature) +14, Listen +5, Search +3, Spellcraft +14, Spot +5, Survival +16 (+18 above ground).

Feats: Combat Casting, Craft Wondrous Item, Natural Spell, Track.

Languages: Common, Aarakocran, Druidic, Pterran.

Spells Prepared (6/5/5/4/3/1; save DC 14 + spell level): 0—*create water, cure minor wounds, detect magic* (2), *light, resistance*; 1st—*cure light wounds, longstrider, magic fang, speak with animals* (2); 2nd—*animal messenger, barkskin, cure moderate wounds, reduce animal, warp wood*; 3rd—*call lightning, dominate animal, greater magic fang, poison;* 4th—*cure serious wounds, dispel magic, scrying*; 5th—*wall of fire.*

Powers Known (6 PP; save DC 10 + power level): 1st—*psionic charm;* 2nd—*danger sense.*

Possessions: +1 hide armor, +1 blood obsidian scimitar, periapt of wisdom +2, hat of disguise, druid's vestment. Animal companion is an 8-HD boneclaw baazrag (p. 84).

Draj Encounters

At some point during their time in Draj, characters are likely to see templars taking away citizens or slaves to be sacrificed to the greater glory of Atzetuk. These "cullings" occur on a daily basis.

EL 5: This team of templars is assigned to cull someone specific, and they're empowered to make an arrest at spearpoint if necessary. Targets of cullings often flee, and these three templars know that they may be in for a chase. Their gear is their treasure.

Draji Culler, Human Clr2 (3): CR 2; Medium humanoid (human); HD 2d8+2; hp 11; Init +1; Spd 20 ft.; AC 16, touch 11, flat-footed 15; Base Atk +1; Grp +4; Atk/Full Atk +5 melee (1d8+3, masterwork iron morningstar); SA psionics, spells, rebuke undead; SQ —; AL NE; SV Fort +4, Ref +1, Will +6; Str 16, Dex 12, Con 13, Int 8, Wis 17, Cha 10.

Skills: Concentration +6, Knowledge (religion) +4.

Feat: Combat Casting, Power Attack.

Languages: Common.

Spells Prepared (4/3+1; save DC 13 + spell level): 0—*cure minor wounds, detect magic* (2), *guidance*; 1st—*divine favor, endure elements*, magic weapon, shield of faith.*

*Domain Spell; *Domains:* Destruction (smite 1/day, +4 on attack, extra 2 damage), Sun (greater turning against undead 1/day).

Powers Known (3 PP; save DC 10 + power level): 1st—*empathy.*

Possessions: Spiked bronze breastplate, heavy wooden shield, masterwork iron morningstar.

Draj Adventures

Draj is a good place to connect the PCs with an organized resistance movement—whether as patron, ally, or foe.

- An agent of House Tsalaxa hires the characters to take a sealed message from Urik to Draj with great haste. The message contains instructions for establishing contact between two cells of the Draji resistance.
- The characters obtain one half of a powerful psionic item—perhaps an artifact. But sages tell them the other half is somewhere within the ruins of Draj's House of the Mind.

- The characters learn the reason behind Atzetuk's ritual sacrifices, and they have one month to disrupt the powerful energies he's gathering.

Nibenay

Known as the City of Shadows, Nibenay is among the more powerful city-states. Its dragon-king, also named Nibenay, rules from a palace shaped like a massive bust of the Shadow King himself.

Demographics: Nibenay was the city-state where the elan first appeared almost 300 years ago. While they've since spread across Athas, the elan make up 10% of Nibenay's population (reduce the percentage of humans by 10% to compensate).

Lands: Nibenay sits at the northern edge of the Crescent Forest, the only forest of any size in the Tablelands. To the south lies a vast salt flat known as the Great Ivory Plain. Windbreak Mountain to the north provides a measure of protection from duststorms, and it's the tallest mountain in the Tablelands so caravans often use it as a navigational landmark.

Settlements: Each city district in Nibenay has walls that divide it from its neighbors, and templars stand at each gate, querying everyone who passes, noble and slave alike, about their business. Visitors who satisfy the templars' curiosity can move about the city freely, except into the Naggaramakam, a walled district open only to templars in the service of the Shadow King. The districts' high walls block the view of the most unusual dragon-king palace: a bust of Nibenay himself, hundreds of feet high. High-level templars summoned to consult with Nibenay take a steep set of stairs into the mouth of the great statue, then into a maze of corridors and chambers within the bust of the dragon-king.

Beyond the Naggaramakam, Nibenese city planning is more haphazard than in the other city-states, and roads often diverge at odd angles or dead-ends without warning. Many travelers tell tales of getting turned around in Nibenay, hopelessly lost for hours.

Unlike most cities, Nibenay has a surplus of water, including a shallow reservoir just inside the city walls. Wells in the city rarely run dry, and in the last century the city weathered a yearlong siege from Urik until Hamanu's army ran out of water and departed.

Nibenay also controls Fort Isus and Fort Sandol to the north, the first line of defense if Urik attacks again. It also has Fort Inix to the east (used mostly to suppress the elf tribes in the Great Ivory Plain) and Fort Fyra, which guards against monsters from the ruined city of Bodach and incursions from maenad mercenaries out of Balic.

Power Groups: While the templars control the day-to-day affairs of the city-state, the dragon-king's closest advisers are enslaved scholars, not templars. Agents of Nibenay lurk in many academies and colleges across Athas, ready to kidnap or otherwise control sages who possess knowledge that the Shadow King wants. Nibenay spirits them away to Naggaramakam, where they spend the rest of their lives doing research on the dragon-king's behalf. Nibenay has been enslaving the brightest minds on Athas for centuries, so the library within his palace must have extraordinary knowledge in its books, maps, and scrolls.

Among the disaffected nobles of the city-state are those secretly working to overthrow the dragon-king. But two other factions threaten Nibenay from the shadows. The city-state of Gulg has spies everywhere in Nibenay—just as Nibenay has them in Gulg. The Forest Queen of Gulg rarely resorts to direct actions like sabotage or assassination, but little escapes her notice. If Nibenay trains a new legion for its army or begins construction of a soulknife training academy, agents of Gulg are quick to find out about it.

Another force stalks Nibenay: a powerful defiler wizard named Sharabdos, who wants to overthrow the Shadow King and take his place, becoming a dragon-king himself. Nibenay knows he has a rival somewhere in the city, because Sharabdos sometimes defiles nearby sections of the Crescent Forest with his magic. But so far Nibenay's divinations and psychic investigations have failed to catch Sharabdos himself. Sharabdos knows he's not strong enough to conquer Nibenay yet, but he's watching events closely and striking at Nibenay's power structure when he can.

A third faction wields some influence in Nibenay: the elan. The race first emerged from hidden creches near Nibenay about three centuries ago, when the leadership of a psionic secret society known as The Order was wiped out. The Order splintered into dozens of factions, one of which released their most promising research project, the elan race. Over 300 years the elan have spread across Athas, but many consider Nibenay their ancestral home. Some of Athas's most powerful psions are elans living lives of quiet contemplation in Nibenay.

Beliefs: Nibenay has installed himself as the head of a state religion, but he doesn't mandate participation (like Atzetuk of Draj) or have widespread popular support (like Lalali-Puy of Gulg). The templars charged with running the city are called "Shadow Consorts," and they're all female. The only male templars dedicated to Nibenay serve in the city-state's military and rarely step inside the city walls.

Commerce: Nibenay's main export is agafari wood from the trees of the Crescent Forest. While some of the city's nobles have farms near the city itself, others have hereditary title to log a certain number of trees from the forest. But the slaves who do the logging are in great danger, both from the monsters in the forest and from Gulg's headhunter patrols. (Gulg claims the Crescent Forest as part of its territory.)

The standard gear prices apply in Nibenay, except that it does a thriving business in scrolls, books, and other reference materials. Characters selling ancient lore of some sort get 75% of its value in Nibenay, as opposed to 50% else-

where. Characters buying such items (including cleric scrolls, maps, and psionic power stones) find them 10% cheaper in Nibenay than they would be elsewhere.

Language: A Nibenese accent sounds refined to speakers of Common elsewhere on Athas, and sometimes speakers not from Nibenay will affect the long vowels and slow cadence of the Nibenese dialect in order to sound more distinguished.

Arts and Crafts: The art of woodcarving is particularly esteemed in Nibenay, where the dark wood of the agafari tree is used for everything from weapons to small statues of Nibenay himself. Typical treasures from Nibenay include foot-tall statuettes (1d10 × 10 cp), finely carved water goblets (1d6 × 100 gp), and well-tuned xylophones (3d6 × 100 gp).

Entertainment: Dancers are particularly common in Nibenay because they're a favorite entertainment of the Shadow King himself. Nibenay often invites accomplished dancers to perform at the front of his procession when he tours the city that bears his name.

Gladiator battles are as popular in Nibenay as elsewhere on Athas. Particularly compelling are the many psionic battles and "man vs. monster" fights, which Nibenese arenas showcase frequently.

Nibenay Characters

Nibenay is a more mysterious place than many of the other city-states. Its many colleges and academies make it a good place for wizard and psion characters to hail from. It's also the original home of the elan, although not all still live in Nibenay.

Adventuring Nibenese: Adventurers from Nibenay are more likely than most to have some sort of formal training before taking up the wandering life of an adventurer. By the decree of Nibenay, every child in the city-state, citizen and slave alike, is tested by the templars for aptitude in a number of different fields. Children with average test results continue under their family's guidance. But those with particularly good or bad scores can be sent to a prestigious academy, given templar training before becoming a Shadow Consort, or (for particularly bad scores) be drafted as a shock trooper in the Nibenese army.

While most PCs got the specialized training the Shadow King provided, others might bear grudges because they didn't get into a prestigious military school or psionic academy. Such characters are proud to be self-taught, and some relish the notion of proving their superiority to their counterparts who got special training from Nibenay.

Nibenay is reasonably welcoming to travelers—and because it's in the center of the Tablelands, it gets a lot of visitors. Only those from Gulg draw the hostility of the Nibenese. Even travelers from Urik, an enemy city-state just a few decades ago, aren't treated as badly as visitors from Gulg.

Character Development: Characters of a scholarly bent, as well as those multiclassing into a scholarly class, will find Nibenay a place that values learning. PCs with particularly esoteric lore may be asked to teach what they know. Their would-be students might be well-heeled nobles willing to pay, or they might be templars that won't take "no" for an answer.

Among performers, Perform (dance) can be the ticket to a better life in Nibenay. Many ranks in a Knowledge skill can earn you a better life of sorts as well. But the adventuring opportunities for the slave-scholars of the Shadow King are slim indeed.

Character Names: Many Nibenese names have a Babylonian sound to them. Common names include Merodach, Eshar-Haddan, Shamashum, Urkini, Kandalu, Sin-Ishkun, Lassar, Nabukal, Buchad, Nazur, Amel, Markud.

Notable Nibenese

Shaorach is one of Nibenay's most prized scholar-slaves. A cleric of Air, she provides the Shadow King with guidance on matters relating to the Inner Planes, where she's traveled extensively. She's been psionically dominated so thoroughly that she willingly serves Nibenay. But she has brief moments of lucidity where she remembers the joy of gliding on a thermal far above the surface of Athas. In those moments, she'd do anything for the chance to be free again

Shaorach, Aarakocra Clr14: CR 14; Medium monstrous humanoid; HD 14d8+14; hp 77; Init +8; Spd 20 ft., fly 90 ft. (average); AC 19, touch 14, flat-footed 15; Base Atk +10; Grp +9; Atk +9 melee (1d4–1, talon) or +16 ranged (1d8+1/×3, +1 *longbow*); Full Atk +9 melee (1d4–1, 2 talons) and +4 melee (1d3–1, bite) or +16/+11 ranged (1d8+1/×3, +1 *longbow*); SA psionics, spells, turn undead; SQ aarakocra traits; AL LN; SV Fort +10, Ref +8, Will +15; Str 8, Dex 18, Con 13, Int 12, Wis 22, Cha 8.

Skills: Concentration +18, Craft (bowmaking) +4, Knowledge (nature) +6, Knowledge (religion) +10, Knowledge (the planes) +10, Listen +8, Spellcraft +10, Spot +8.

Feats: Dodge, Improved Initiative, Martial Weapon Proficiency (longbow)[B], Mobility, Point-Blank Shot, Shot on the Run, Weapon Focus (longbow)[B].

Languages: Common, Aarakocran, Auran.

Spells Prepared (6/7+1/7+1/5+1/5+1/4+1/4+1/2+1; save DC 16 + spell level): 0—*detect magic* (2), *detect poison, light, resistance, virtue*; 1st—*bless, comprehend languages, deathwatch, detect chaos, divine favor, endure elements, obscuring mist*, sanctuary*; 2nd—*aid, bear's endurance, hold person, remove paralysis, lesser restoration, shatter, spiritual weapon, wind wall**; 3rd—*create food and water, dispel magic, gaseous form*, invisibility purge, magic vestment, protection from energy*; 4th—*dismissal, divination, divine power*, restoration, sending, summon monster IV*; 5th—*commune, control winds*, plane shift, raise dead, true seeing*; 6th—*chain lightning*, greater dispel magic, find the path, heal, summon monster VI*; 7th—*control weather*, ethereal jaunt, summon monster VII.*

*Domain Spell; *Domains:* Air (turn earth creatures or rebuke earth creatures 2/day), War (proficiency and Weapon Focus with longbow).

Powers Known (3 PP; save DC 9 + power level): 1st—*elfsight*.

Possessions: +1 *studded leather*, +1 *longbow*, 20 iron arrows, *periapt of Wisdom* +4, *strand of prayer beads*.

Nibenay Encounters

Nibenay is a more open cosmopolitan city-state than most, giving PCs who visit there a wide variety of encounter possibilities.

EL 6: These two guards are typical of the templars who quiz those who pass from one of Nibenay's districts to another.

Gate Templar, Human Clr2/Psi2 (telepath) (2): CR 4; Medium humanoid (human); HD 2d8+2d4–4; hp 10; Init +0; Spd 20 ft.; AC 15, touch 10, flat-footed 15; Base Atk +2; Grp +3; Atk/Full Atk +5 melee (2d4+1/18–20, masterwork iron falchion); SA psionics, spells, rebuke undead; SQ —; AL LE; SV Fort +2, Ref +0, Will +10; Str 12, Dex 10, Con 8, Int 16, Wis 18, Cha 13.

Skills: Bluff +6, Concentration +4, Diplomacy +9, Disguise +1 (+3 acting), Intimidate +6, Knowledge (religion) +8, Listen +6, Psicraft +9, Sense Motive +8, Spellcraft +8, Spot +6.

Feats: Alertness, Combat Casting, Inquisitor, Martial Weapon Proficiency (falchion), Psionic Endowment, Weapon Focus (falchion).

Languages: Common, Dwarven, Elven, Maenadi.

Spells Prepared (4/3+1; save DC 14 + spell level): 0—*detect magic, detect poison, light, virtue*; 1st—*command, magic weapon*, sanctuary, shield of faith*.

*Domain Spell. *Domains*: Trickery (Bluff, Disguise, and Hide are class skills), War (proficiency and Weapon Focus with falchion).

Powers Known (12 PP; save DC 13 + power level): 1st—*crystal shard, detect psionics, empathy, mindlink, psionic daze, telempathic projection*.

Possessions: Chitin armor, masterwork iron falchion, *dorje of energy stun* (20 charges), *crawling tattoo of dispel psionics*.

Nibenay Adventures

Nibenay is in the middle of the map both geographically and politically. Just as Nibenay the city-state is beset on all sides by rivals, so too is Nibenay the dragon-king facing threats from Lalali-Puy, from Sharabdos, and from homegrown rebels. Adventures in Nibenay will quickly ensnare PCs in the machinations of those forces seeking control of Nibenay.

- The characters are hired by a merchant house to rescue their master cartographer, who's been captured by agents of the Shadow King and is even now en route to a life as a scholar-slave in Nibenay.
- An errant *teleport* puts the PCs in the middle of the Crescent Forest, where they'll have to contend with Nibenese army units keeping the forest clear for the slave-loggers and Gulg headhunters killing any interlopers they find.
- Nibenay wants to draw out Sharabdos and deal with him once and for all. He manipulates events so that the PCs serve as bait for the would-be dragon-king.

Gulg

Gulg is perhaps the strangest of the city-states, a city built from living wood and vine where an evil Forest Goddess rules with the enthusiastic approval of her subjects. And Lalali-Puy, the *oba* of Gulg, has a fail-safe for any rival who would seek to unseat her: in a crisis she can defile her own forest-city, drawing on the Tablelands' largest concentration of plant life.

Demographics: Gulg has demographics typical for a city-state, except that 2% of the population are halfling exiles from the Forest Ridge (reduce dwarf and mul populations by 1% each to compensate).

Lands: Gulg lies at the southern end of the Crescent Forest—a forest it periodically goes to war with Nibenay over. To the southeast is a salty flat known as the Great Ivory Plain, and to the west are stony barrens that stretch nearly to Tyr and the foothills of the Jagged Cliffs.

Settlements: Gulg is a city fashioned almost entirely from living wood shaped by the dragon-queen and her templars. The barrier that surrounds the city, the Mopti Wall, is a thick, thorny mass up to 30 feet high in places.

Gulg has no paved roads, only forest paths and trails winding their way through the massive agafari trees. In treetop structures called *dagadas* live the city's residents, with greater altitude indicating greater social status. Only the Foreigners' Quarter has traditional stone buildings. Lalali-Puy herself rules from the tallest tree, in an elaborate tree-mansion known as Sunlight Home.

Unlike the other city-states, Gulg rigidly controls the movement of visitors. Only citizens of Gulg and some members of House Iniki can walk from district to district; outsiders must remain in the Foreigners' Quarter.

Gulg also controls Fort Kalvis to the southwest and and Fort Harbeth to the south. Kalvis guards Gulg's traditional farms, while Harbeth watches for incursions from the dwarf-clans of Ledopolus and maenad armies from Balic.

Power Groups: The dragon-queen Lalali-Puy and her templars have almost absolute control over Gulg. Most denizens of the city realize that life in Gulg is better than the rest of Athas and thank the Forest Goddess for her guidance and protection. The resistance on Gulg is almost nonexistent, consisting mostly of Nibenese agents and druids sent to keep an eye on the machinations of the *oba*.

But different Gulgan factions vie for the favor of Lalali-Puy, each hoping to be the primary instrument of her will. A missionary cadre of templars known as the Seeds of the *Oba* contends that the best way to spread Gulgan influence is to travel far and wide seeking converts to the *oba*'s cause. Lalali-Puy's generals, on the other hand, are agitating for a new crusade that will claim lands for the *oba* at the point of a spear. And House Iniki, Gulg's dominant merchant house, wants to use economic superiority to bring communities under Lalali-Puy's control. While the three factions don't actively thwart

each other's plans, they don't cooperate very well. It's common for a templar, a general, and a trade factor to argue vehemently about how best to do the *oba*'s will—an argument that ends only when an obvious threat to Gulg emerges.

Beliefs: The dragon-queen has established a state religion, but (unlike the religions developed by the other dragon-kings) hers is a widely practiced faith. Most Gulgans willingly worship Lalali-Puy as a goddess, praying for the day when she restores Athas to fertility and prosperity. Resistance to Lalali-Puy's rule is almost nonexistent within the thorny walls of Gulg.

After the upheaval of three centuries ago, Lalali-Puy took a more active role as head of her religion, declaring a "great crusade" to spread the word of the Forest Goddess throughout Athas. Wherever trees grew, she said, the *oba* would rule, until eventually all of Athas would be a vast forest under her control. Lalali-Puy's great crusade resulted in her armies marching simultaneously on on Nibenay and Tyr, but ultimately failing to capture either city. Gulg's armies have since retreated, although her templars have begun to speak of a "second crusade" to claim more of Athas for the Forest Goddess. But one of the lasting effects of Lalali-Puy's crusade is that word reached the halfling communities of her reverence for forest life. The halfling elders realized that no dragon-queen would ever truly have the interest of a forest at heart, but a minority among the halflings were swayed by the words of her missionary templars and came to live in Gulg. Today, any halfling exiled from the tribes of the Forest knows she can find a welcoming halfling community in Gulg if she can travel there safely.

Commerce: Gulg exports kola nuts, a wide variety of spices, and silk garments to the rest of Athas, selling most of it through House Iniki.

Metal weapons, on the other hand, are harder to find here than elsewhere, costing 10% more than they otherwise would.

Language: Residents of Gulg are likely to punctuate their sentences with gestures, ranging from clenched fists (indicating anger) to loud clapping (indicating excitement or approval). In effect, the Gulgans have a simple sign language with a few dozen signs that augments their use of Common. The gestures cover simple, common concepts, so it's not hard for outsiders to figure out that a cupped hand means "more" or that crossed arms means "done."

Arts and Crafts: Gulgan artisans work in wood much as their Nibenese counterparts do, but because the *oba* doesn't permit logging of the Crescent Forest, they don't have much raw material to work with. Some gulgan plantations around the city raise the silkworms that create raw silk. Slaves weave fine silk garments that House Iniki then sells across Athas.

Another item from Gulg that's available across Athas are hanuni trees. These miniscule trees are about a foot tall and grow within a ceramic pot if given even a little water. Many domiciles throughout Athas keep a hanuni tree as a talisman of luck and prosperity.

Entertainment: Gulgans enjoy many of the same entertainments as residents of other city-states, but Gulg doesn't have the large amphitheatres and arenas that other places do. Instead, each neighborhood has smaller meeting places where gladiatoral matches and musical performances take place.

The musical arts are of particular interest in Gulg, where many fine musical instruments from flutes to ouds and drums are made. It is said that a particular chamber in the Forest Goddess' palace is so acoustically perfect that a note played there can be heard minutes later. Occasionally a performer of great skill will get an invitation to play for Lalali-Puy herself. Such invitations are the highest honor a Gulgan musician can receive, but they also mark the end of a career. Those who play for Lalali-Puy are never heard from again, and the Forest Goddess' templars remain silent as to their fate.

Gulgan Characters

Characters with both a connection to nature and a sense of city life often come from Gulg. PCs from Gulg often retain a degree of loyalty to their dragon-queen. She may be evil, but she's far more palatable than many of her dragon-king counterparts.

Adventuring Gulgans: Some Gulgans explore Athas with an eye toward bringing the power of the Forest Goddess there eventually, telling others how eventually a carpet of green forest will cover the Tablelands again.

Other PCs from Gulg are more pragmatic and even disillusioned. Once they've left the relative safety of Gulg's thorny walls, they realize that no forest can ever encompass Athas—the world is too ruined for the Forest Goddess' vision to become reality. And some PCs see a more sinister reason why a dragon-queen—surely a powerful defiler—wants to grow immense forests around her city.

Gulg's residents tend to treat visitors poorly. Even the more diplomatic Gulgans sometimes let slip a sense of Gulg's superiority, while the less polite prosletyze on behalf of the Forest Goddess or simply shun those who don't venerate the *oba*.

Character Development: Skills such as Knowledge (nature) and Survival are more important to Gulgans than to denizens of the other city-states. Few slaves work farms near Gulg, but many are trained to gather berries, nuts, and spices from the Crescent Forest.

Character Names: Many residents of Gulg have names reminiscent of North African names. Common names include Akir, Harath, Tarabi, Tabil, Naeam, Zaed, Reyaka, Takriyt, Majiid, Thaliq, Niza, Gauram.

Notable Gulgans

Hathali is a merchant of House Iniki specializing in small spice and kola-nut caravans. She often hires locals to help guard her caravans; she's a competent caravan-master, but she tries to convert those in her employ to the worship of Lalali-Puy.

Hathali, Human Rog7: CR 7; Medium humanoid (human); HD 7d6; hp 24; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 16; Base Atk +5; Grp +6; Atk/Full Atk +8 melee (1d6+1/18–20, masterwork iron rapier) or +8 ranged (1d6/×3, shortbow); SA sneak attack +4d6; SQ evasion, trapfinding, trap sense +2, uncanny dodge; AL NG; SV Fort +2, Ref +7, Will +3; Str 12, Dex 14, Con 10, Int 10, Wis 13, Cha 19.

Skills: Appraise +10, Bluff +14, Diplomacy +16, Disguise +4 (+6 acting), Forgery +10, Intimidate +6, Knowledge (geography) +5, Listen +11, Sense Motive +11, Spot +11, Survival +6 (+8 avoiding hazards).

Feats: Dodge, Mobility, Speed of Thought, Weapon Finesse.

Languages: Common.

Powers Known (6 PP; save DC 13 + power level): 1st—*detect psionics, know direction and location.*

Possessions: +1 studded leather, masterwork composite shortbow, 20 iron arrows, masterwork iron rapier, *cloak of charisma +2, potion of cure moderate wounds, potion of glibness.*

Gulg Encounters

Most encounters in Gulg are with loyal subjects of Lalali-Puy—or other visitors within the foreigners' quarter.

EL 7: Among the more notable units in Gulg's army are the head hunters, groups of rangers dedicated to Lalali-Puy. This group of four head hunters patrols the Crescent Forest, beheading the interlopers they find. Their gear is their treasure.

Head Hunter, Human Rgr3 (4): CR 3; Medium humanoid (human); HD 3d8+3; hp 16; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +3; Grp +6; Atk +8 melee (1d8+4/19–20, masterwork blood obsidian longsword) or +8 ranged (1d8+3/×3, composite longbow); Full Atk +8 melee (1d8+4/19–20, longsword) or +8 ranged (1d8+3/×3, composite longbow) or +6/+6 ranged (1d8+3/×3, composite longbow); SA archery combat style, favored enemy (human) +2; SQ wild empathy +2; AL LE; SV Fort +4, Ref +6, Will +2; Str 16, Dex 17, Con 13, Int 10, Wis 12, Cha 8.

Skills: Hide +9, Knowledge (geography) +6, Listen +7, Move Silently +9, Search +6, Spot +7, Survival +7 (+9 following tracks or avoiding hazards).

Feats: Endurance[B], Point Blank Shot, Rapid Shot[B], Track[B], Weapon Focus (composite longbow), Weapon Focus (longsword).

Languages: Common.

Possessions: Masterwork composite (+3) longbow, 20 iron arrows, masterwork blood obsidian longsword, masterwork studded leather, buckler, *potion of invisibility.*

Gulg Adventures

Adventures in Gulg almost always mean contact with the agents of Lalali-Puy, whether as patrons, allies, or foes.

- A group of missionary templars from Gulg have been imprisoned in Tyr for too-aggressive proslytizing. Some of

Lalali-Puy's templars hire the PCs to secure their release any way they can.

- The low-intensity skirmishes in the Crescent Forest between Nibenese and Gulgan forces degenerate into open warfare—when the PCs happen to be in the middle of the forest.
- A group of druids have approached Lalali-Puy with offers of alliance, seeking to help her reforest Athas. Other druids are aghast at the very notion of allying with a defiling dragon-queen and ask the PCs to break up the alliance.

Balic

Balic was one of the weakest city-states on Athas until a century ago, when the dragon-king Andropinis returned from extraplanar imprisonment at the head of an army of strange humanoids called maenads. Since he reconquered Balic, Andropinis has embarked on ambitious construction and military plans, intending to restore the city-state to its former glory.

Demographics: Fully 20 percent of Balic's population are maenads brought to Athas by Andropinis. Some 70 percent are human, 5 percent mul, 2 percent dwarf, 2 percent half-elf, and 1 percent other races.

Lands: Balic is set apart from the other six city states on a promontory jutting out into an arm of the Sea of Silt called the Estuary of the Forked Tongue. Balic sits at the point where the estuary forks northward toward the dwarven cities of Ledopolus and due west toward the runes of the city-state of Kalidnay.

Due to its proximity to the Great Cerulean Storm, Balic is buffeted by Tyr-storms on a regular basis. Elsewhere, Athasians would be glad to receive Balic's periodic rainfall, but the Tyr-storms strike with such high winds and heavy precipitation that crops are as likely to be ruined as nourished by the storms.

Settlements: Balic is unique among Athasian city-states because it has a primitive harbor and port. While Athas has no oceans, massive wheeled ships called silt sailers can navigate the Sea of Silt. Balic's merchant houses provide a lifeline to communities on the edge of the Sea of Silt such as Samarah, Alfala, and Last Port. These settlements are completely under Andropinis's thumb. While Balic once had forts guarding the land approaches to the city, they were sacked during the disorder that followed Andropinis's disappearance, and the dragon-king hasn't rebuilt them yet.

Andropinis has focused his attention on rebuilding the alabaster towers that once crowded the Balician sky. When Andropinis returned from imprisonment in the Black, he found half of Balic in ruins. Andropinis swept the Trade Lords from power, enslaving many of them and putting them to work rebuilding Balic just as it was 300 years ago.

Power Groups: Rajaat, the creator of the first sorcerer-kings, imprisoned Andropinis on a demiplane within the Black 300 years ago during the same struggle that killed Tectuktitlay and Abalach-Re. But Andropinis still had the immense power of a dragon-king, so he found a circuitous escape route through a series of demiplanes, each stranger and more menacing than the last. On one such plane he found the maenads, a race of people likewise trapped within the Black. Andropinis created a ritual that brought himself and the maenads back to Athas during the 193rd King's Age. Grateful for his help, the maenad clans pledged their fealty to Andropinis. Andropinis's army to this day is more than half maenad, and even some of his templars are maenads.

Two merchant houses, House Tomblador and House Rees, have headquarters in Balic, but neither is particularly strong because Andropinis intentionally harasses the merchant houses. Andropinis used his maenad army to recapture Balic from the self-styled "Trade Lords," formerly members of the Wavir merchant house who seized control of the city rather than let it fall into disorder and ruin. The dragon-king utterly destroyed House Wavir, but he still doesn't trust merchants.

While Andropinis rules Balic with an iron fist, his reach is far from absolute. Descendants of House Wavir and the Trade Lords still plot in secret, dreaming of a return to power. And many of the maenad clans are growing dissatisfied with Andropinis's rule. The better lives Andropinis promised them have evaporated in the hot sun of Athas, and the dragon-king seems far more interested in his former subjects than he is in the maenads who sacrificed so much to free him from the Black.

Beliefs: Before his imprisonment, Andropinis cloaked himself in the trappings of democracy, claiming to be a dragon-king freely elected to his position. Templars had 10-year terms of office, and high-ranking templars had to have their positions confirmed by the Chamber of Free Citizens and the Chamber of Patricians. But since his return, Andropinis has made no move to reestablish democratic reforms. At first, free citizens demonstrated for elections and reestablishment of the Chambers. But after legions of maenads dispersed several demonstrations, the residents of Balic realized that Andropinis was not about to share power.

Today, the residents of Balic and the maenads encamped beyond the city walls are unsure what Andropinis's plans are. Andropinis seems to be concentrating on rebuilding, but he makes few decrees or pronouncements.

Commerce: Balic is in a relatively fertile spot, with silty soil ideal for growing the gorvath berries used in dark wine and other liquors. Balic also controls a number of small mines set into the rocky outcroppings that emerge like towers from the Silt Sea.

Prices in Balic follow the D&D standard, with the exception of labor prices. Both skilled and manual laborers fetch a price 20% higher than normal, whether that price is expressed in wages (for freemen) or an actual price (for slaves). The lone exception to the labor shortage is soldiers, which Balic has in abundance due to the maenads. Many maenad clans and

other Balician groups have formed mercenary companies that work for whatever city-state or merchant house will pay them. So far Andropinis has turned a blind eye to the private armies based in and around his city-state.

Language: The Balician dialect has Maenadi words sprinkled throughout it—another reflection of how some maenads are assimilating into Athasian society. And roughly one-fifth of Balic's nonmaenad population speaks Maenadi as a second language.

Arts and Crafts: Most of Balic's artisans have been hired, drafted, or enslaved to work on dozens of public works projects in various stages throughout the city. Accordingly, there's no strong theme to Balician arts and crafts. Items made of alabaster often come from Balic, as do many expensive liquors. Typical treasures from Balic include alabaster armbands (1d6 × 100 cp), vintage darkwine (2d6 × 100 cp), and alabaster-and-gold necklaces (3d6 × 100 cp).

Entertainment: Balic is the only city-state with organized theatres, where troupes of actors play out ribald comedies and melodramatic tragedies. Templars are present to ensure that dramas don't contain subversive elements.

Balic also has some of the bloodiest gladiator arenas in the Tablelands, owing to the surplus of former soldiers in the area. The maenads in particular have taken to the Athasian gladiator sports with relish, throwing themselves into battle with abandon.

Balic Characters

Many maenad PCs are from Balic. It's also a good choice for any PC who wants to be from someplace exotic and far-off. The other six city-states have less commerce with Balic simply because it's so far away.

Adventuring Balicians: Wanderlust motivates many maenad PCs from Balic; as relatively recent arrivals to this new world, some maenads are eager to explore it.

Other PCs might take to the adventurer's life out of frustration. Maenads in particular are frustrated with Andropinis's obsession with rebuilding Balic. When they left imprisonment in the Black, they thought they'd be the vanguard of a conquering army in a new world teeming with life. Instead they find themselves encamped in the desert season after season while their ostensible savior builds temples in his own name and coddles the native residents of Balic.

When confronted with a traveler, Balicians tend to be reserved but polite. They also tend to be unimpressed with visitors displaying martial prowess, because skilled warriors are plentiful in and around the city-state.

Character Development: Whatever their class, PCs in Balic will find that they aren't the only ones seeking to master their abilities. Among Andropinis's first priorities was the reestablishment of the Cerebran, an excellent psionic university. He also built the Shrine of the Reconquest, an academy that trains would-be psychic warriors in the mental and physical combat styles of the maenads.

Character Names: Many Balician names sound somewhat Egyptian or Greek. Common names include Namarar, Menei, Fortari, Rauses, Murkatal, Neferet, Khasek, Djetu, Akenun, Mutesankh, Meryneith, Hebreni.

Notable Balicians

Simiath is the captain of the *Fortunate Wind*, a silt sailer that makes trade runs up and down the Estuary of the Forked Tongue. If the price is right (or the lure of treasure is compelling enough) he'll sail far out into the uncharted islands of the Silt Sea, where both ruined cities and terrible monsters await.

Simiath, Dwarf Rog6/Wil3: CR 9; Medium humanoid (dwarf); HD 9d6+9; hp 40; Init +3; Spd 20 ft.; AC 17, touch 13, flat-footed 14; Base Atk +6; Grp +6; Atk +7 melee (1d6+1/19–20, masterwork blood obsidian shortsword) or +10 ranged (1d4+1/19–20, +1 *hand crossbow*); Full Atk +7/+2 melee (1d6+1/19–20, masterwork blood obsidian shortsword) or +10/+5 ranged (1d4+1/19–20, +1 *hand crossbow*) or +8/+8/+3 ranged (1d4+1/19–20, +1 *hand crossbow*); SA sneak attack +3d6, wild surge +2; SQ dwarf traits, elude touch, evasion, psychic enervation, trapfinding, trap sense +2, uncanny dodge; AL CG; SV Fort +4, Ref +9, Will +7; Str 10, Dex 16, Con 12, Int 12, Wis 15, Cha 13.

Skills: Balance +17, Climb +12, Escape Artist +3 (+5 with ropes), Jump +5, Listen +11, Profession (silt sailor) +14, Spot +14, Survival +11, Tumble +17, Use Rope +12.

Feats: Dodge, Point Blank Shot, Rapid Reload (hand crossbow), Rapid Shot.

Languages: Common, Dwarven, Terran.

*Powers Known (*15 PP; save DC 11 + power level*):* 1st—*force screen, know direction and location, vigor.*

Possessions: +1 floating studded leather, masterwork blood obsidian short sword, +1 *hand crossbow,* 10 iron crossbow bolts, *glove of storing.*

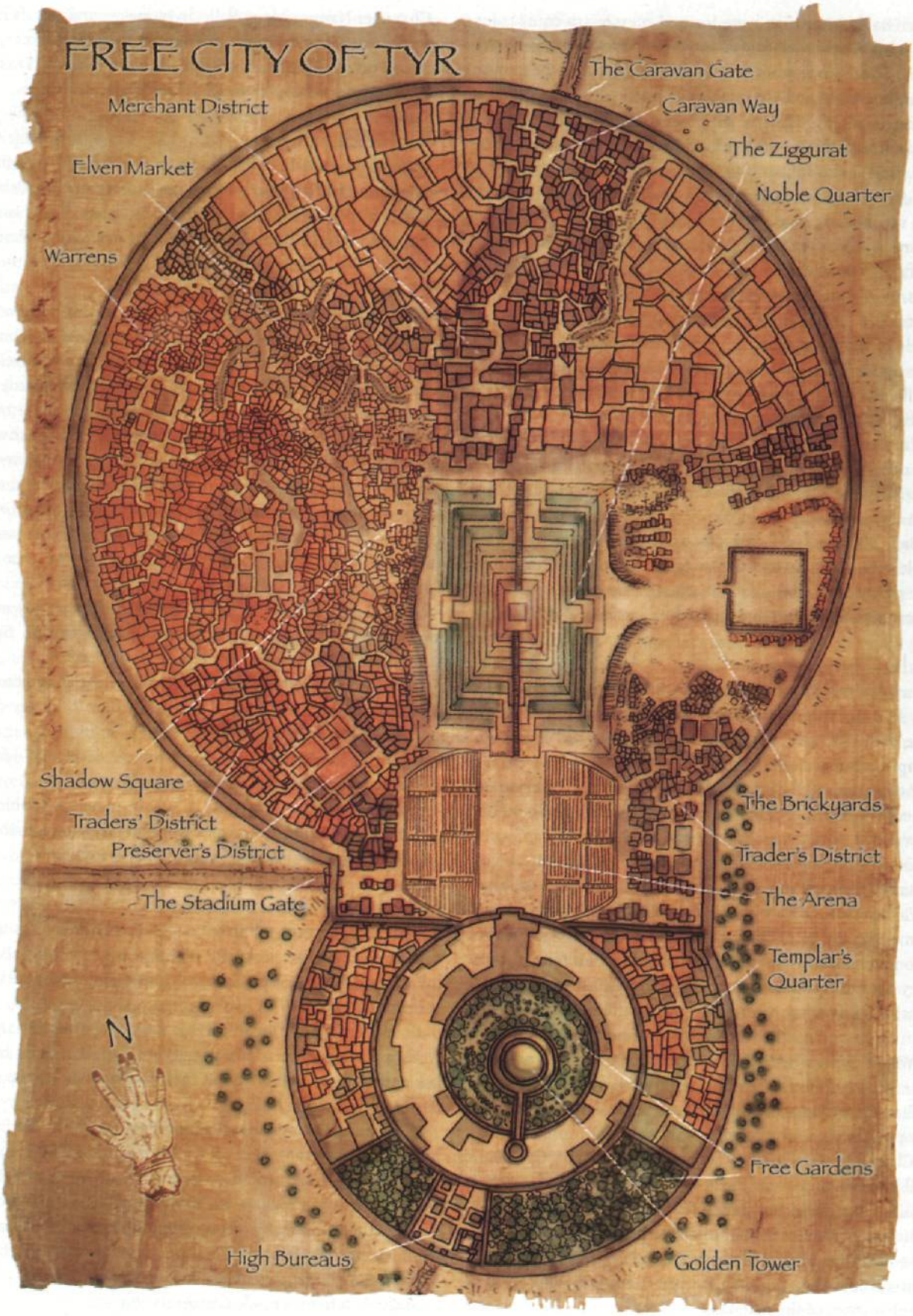
Balic Encounters

Balic is a good place to introduce the maenads to PCs who haven't encountered them yet. It's impossible to reach Balic by land without seeing several great encampments of maenad legions.

EL 8: These five maenad psychic warriors patrol the city at Andropinis's request. They aren't templars and don't have law enforcement authority, but they'll act quickly to stop any obvious lawbreakers.

Maenad Legionnaire, Maenad Psy3 (5): CR 3; Medium humanoid (maenad); HD 3d8+3; hp 16; Init +1; Spd 40 ft.; AC 16, touch 11, flat-footed 15; Base Atk +2; Grp +5; Atk/Full Atk +6 melee (2d6+4/19–20, masterwork iron greatsword) or +3 ranged (1d8+3/×3, composite longbow); SA outburst, psionics, psi-like ability; SQ —; AL LN; SV Fort +4, Ref +2, Will +3; Str 17, Dex 13, Con 12, Int 10, Wis 14, Cha 10.

Skills: Autohypnosis +8, Concentration +7.


FREE CITY OF TYR
The Caravan Gate
Merchant District
Caravan Way
The Ziggurat
Elven Market
Noble Quarter
Warrens
Shadow Square
The Brickyards
Traders' District
Preserver's District
Trader's District
The Stadium Gate
The Arena
Templar's Quarter
N
Free Gardens
High Bureaus
Golden Tower

Feats: Point Blank Shot, Psionic Shot, Psionic Weapon, Speed of Thought.

Languages: Common, Maenadi.

*Powers Known (*8 PP; save DC 12 + power level*):* 1st—*biofeedback, force screen, metaphysical weapon.*

Psi-Like Ability: 1/day—*energy ray* (DC 11). Manifester level 1st.

Possessions: +1 chitin armor, masterwork iron greatsword, composite (+3) longbow, 20 iron arrows.

Balic Adventures

PCs in Balic often find themselves embroiled in maenad clan politics, the machinations of Andropinis, or exploration of the Sea of Silt.

- A silt sailer known as the *First Lament* has been missing for a month and presumed destroyed by a Tyr-storm. But last night another ship-captain received a faint psionic *sending* from the *Lament*'s bosun, who described an island inhabited by strange giants. The PCs get shanghaied as part of the rescue mission.
- An elderly maenad woman comes to the PCs in Urik and asks for their protection from a rival clan of maenads who've declared a blood feud and will stop at nothing to see her dead. The rival clan left Balic several weeks ago and is believed to be traveling incognito.
- A maenad scholar doing research in Balic's libraries has found references to a mythical land that parallels the maenads' own tales of their original home. If the PCs confirm the truth of the matter, the maenads will begin construction of a massive portal to take them home. This draws the wrath of Andropinis, who isn't about to let his personal army walk away.

Tyr

The Free City of Tyr is the only city-state not under the control of a dragon-king. King Kalak died in a bid for immortality more than 300 years ago, and ever since a council of nobles and wizards has governed the city. Despite three major wars with Urik and countless covert attempts to seize the city and its valuable iron mines, Tyr has maintained its independence without the power of a dragon-king.

Demographics: Tyr's racial makeup is similar to those of the other Athasian city-states. But it is the only major settlement on Athas where wizards are welcome and arcane spellcasting is legal, so they're far more numerous in Tyr than elsewhere. Conversely, clerics are rarer because Tyr has no templars and only a few elemental clerics.

One of the first acts of the council after Kalak died was to free all the slaves. That grand gesture has eroded somewhat over the years. Trafficking in slaves is still forbidden, and no citizen of Tyr may own a slave. But visitors to the city retain ownership of their slaves, as do merchant houses with holdings in Tyr. Many of Tyr's noble families have long-term contract laborers that technically aren't slaves, but they order them around as if they were mere property. Still, the vast majority of Tyr's residents are free citizens.

Lands: Tyr squats at the foot of the Ringing Mountains, and the city-state's iron mines dot the surrounding mountains. A few mountain passes lead west to the Forest Ridge and eventually to the thri-kreen and pterran homelands. To the east are sandy wastes full of elf tribes, many of which have turned to banditry.

Settlements: Tyr has something the other city-states desperately want—iron for weapons and other tools—so four major strongholds guard the eastern approaches to the city: Fort Ianto, Fort Amber, Fort Skonz, and Fort Iron. To the northeast is Kled, a large town founded by former slaves shortly before the death of the dragon-king Kalak.

Tyr itself is heavily fortified as well, with a tall, curving wall of stone surrounding the city. It has Athas's largest gladiator arena and a massive ruined ziggurat haunted by the residual presence of Kalak the dragon-king.

Power Groups: Tyr's government is an oligarchic council that votes in secret and rules by decree. Immediately after Kalak's demise, members of each of the power groups in the city comprised the council, which almost immediately had to deal with an invasion from Urik. But over the centuries, the composition of the council has shifted toward two groups: Tyr's noble families and a group of preserver wizards known as the Veiled Alliance.

There are about a dozen major families that own the farmland surrounding Tyr, each with two or three branches. The nobles take their duty to Tyr very seriously; they know firsthand that if Urik puts Tyr under siege, Hamanu's army will be standing on their land. However, the noble families have a penchant for bickering and infighting. Many are unable to separate family rivalries from political rivalries.

The Veiled Alliance was once an underground movement of preserver wizards that had cells in each of the city-states. But since Tyr's independence, the city has become a safe haven for wizards and the Alliance's efforts in the other cities have dwindled. The Veiled Alliance still has agents in the other city-states, but they act more as a spy agency for Tyr than an underground movement for wizards specifically.

Beliefs: Because there's no state religion in Tyr, a wide array of beliefs flourish, from mystery cults to elemental worship to more esoteric philosophies.

While arcane spellcasting is legal, the Veiled Alliance keeps a sharp eye out for defilers. Because they are themselves wizards, they know firsthand the temptation to defile the land for extra power. But they also know that the good will of Tyr's citizens depends on wizards remaining free from the taint of defilement. In some ways, wizards visiting Tyr have less freedom than in other city-states because the Veiled Alliance is always watching for misdeeds.

Commerce: Iron is Tyr's chief export, and they're the only city-state with a surplus of it, so they can demand a great deal in exchange.

Goods made mostly or completely from iron are 10% cheaper to purchase in Tyr than elsewhere. Kled counts as a small city for the gp maximum when buying iron weapons or metal armor there. Tyr is also the only city-state where arcane magic items can be bought and sold openly.

Language: Because it's a free city, residents of Tyr are more likely to be multilingual than residents of other city-states. When they speak Common, they often mix in a word or two from another language.

Arts and Crafts: Many of Athas's finest smiths and metallurgists call Tyr home. The best craft weapons, armor, and jewelry made of silver or even gold. Beyond the lure of metal weapons, typical treasures from Tyr include gold earrings (1d10 × 100 cp), silver necklaces (3d6 × 100 cp), and bejeweled gold bracelets (1d6 × 1,000 cp).

Entertainment: The city of Tyr favors gladiator combat and other arena spectacles almost to the exclusion of other entertainments. At any given moment, there's a gladiator match going on somewhere in the city. Unlike other city-state's gladiators, Tyr's combatants are mostly free citizens. Tyr's gladiators earn the purse for a victory personally because they aren't owned by anyone. Top-notch gladiators have coaching staffs like any professional athlete, including psions who heal their battle damage quickly so they're ready to fight again.

Recently races of crodlus and kank-drawn chariots are becoming more popular, though they're scarcely less violent than outright gladiator fights.

Tyr Characters

Wizards naturally gravitate toward Tyr, as do former slaves and PCs who find slavery abhorrent. Because Tyr is more libertine than the other city-states, it attracts radical thinkers of all stripes.

Adventuring Tyrians: Many PCs from Tyr wish the other city-states were as enlightened as the City of Iron. This draws them into revolutionary activities elsewhere and puts them into conflict with the templars and dragon-kings of other states. And pterrans and thri-kreen are more likely to find their way to Tyr simply because it's the closest city-state to their homeland.

Fighters who battle as gladiators often come from Tyr as well, because Tyr has the most fervent fans (and the biggest purses) of the bloody sport.

Tyr tends to be welcoming of visitors, even if they look outlandish or behave strangely. Many Tyr citizens are immigrants or the descendants of freed slaves, so they tend to be open-minded about PCs from similar circumstances.

Character Development: Many of the gladiator stables—most of which are named after colors—have training centers in Tyr where aspiring gladiators can get weapons and hand-to-hand training from more experienced fighters. The Blues are particularly skilled at mounted combat, while the Greens excel an unarmed combat and the Reds with unusual weapons.

The Veiled Alliance recently opened the Alliance Academy, a school for aspiring wizards. Their first students are about to graduate. Most would-be arcanists still learn their craft as apprentices to a single wizard, not in an academic setting, however.

Character Names: Many Tyrian names sound Greek to modern ears. Common names include Abras, Aetolos, Celeas, Ericthus, Gurgas, Macletar, Periscus, Derephile, Merote, Phileas, Thaleia, Sophicrus.

Notable Tyrians

Cassamenus is a mid-level gladiator often matched up against promising newcomers. He shamelessly plays to the crowd, but he'll often whisper "just business, citizen" to new gladiators. While he's showy, he won't kill a helpless foe even if the crowd asks for it. Cassamenus was granted a similar reprieve in his first time in the arena, so he accords his foes the same courtesy. He won't pull any punches against a foe who's still fighting back, however.

Cassamenus, Mul Ftr6: CR 6; Medium humanoid (dwarf); HD 6d10+24; hp 57; Init +1; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +6; Grp +10; Atk +12 melee (2d4+9, *+1 cahulaks*); Full Atk +12/+7 melee (2d4+9, *+1 cahulaks*); SA psionics; SQ mul traits; AL N; SV Fort +9, Ref +3, Will +2; Str 18, Dex 13, Con 18, Int 8, Wis 10, Cha 12.

Skills: Concentration +8, Intimidate +6.

Feats: Cleave, Exotic Weapon Proficiency (cahulaks), Improved Sunder, Power Attack, Psionic Weapon, Weapon Focus (cahulaks), Weapon Specialization (cahulaks).

Languages: Common.

*Powers Known (*3 PP; save DC 11 + power level*):* 1st—*offensive prescience.*

Possessions: +1 iron cahulaks, +1 bronze half-plate, amulet of natural armor +1.

Tyr Encounters

Tyr is the most cosmopolitan of the city-states, so characters can run into almost anything on its streets. Unfortunately, crime in Tyr is higher than elsewhere because it's not an ultramilitant police state.

EL 5: These four half-elves are muggers and cutpurses. They'll take what they can off well-heeled pedestrians (like the PCs), and run pell-mell into Tyr's warrenlike alleys.

Tyr Cutpurses, Half-elf Rog1 (4): CR 1; Medium humanoid (half-elf); HD 1d6+1; hp 4; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +0; Grp +2; Atk/Full Atk +0 melee (1d6/18–20, bone rapier) or +1 ranged (1d4, bone dagger); SA sneak attack +1d6; SQ half-elf traits, trapfinding; AL CE; SV Fort +1, Ref +5, Will –1; Str 14, Dex 17, Con 13, Int 12, Wis 8, Cha 10.

Skills: Appraise +5, Bluff +4, Disguise +4, Hide +7, Listen +0, Move Silently +7, Search +6, Sleight of Hand +7, Spot +4, Tumble +7.

Feat: Dodge.

*Powers Known (*3 PP; save DC 10 + power level*):* 1st—*psionic charm.*

Languages: Common, Elven.

Possessions: Masterwork studded leather, bone rapier, bone dagger, *potion of invisibility.*

Tyr Adventures

Because Tyr is such a hotbed of political activity, adventures there are more likely to involve intrigue than elsewhere on Athas.

- A massive sandstorm (as described in the Chapter 3 of the *Dungeon Master's Guide*) engulfs Fort Amber while the PCs are passing through. With most of the populace sheltered in various barracks, junior military officers launch a coup attempt, dashing from building to building and trying to kill or disable the fort's commanders.
- Multiple eyewitnesses have reported strange, reptilian apparitions lurking above Kalak's ruined ziggurat. The Tyr Council sends the PCs in to investigate—has Kalak himself returned?
- Tyr's Veiled Alliance sends the PCs to rescue an undercover agent in another city-state who's no longer responding to magical communications. They promise powerful arcane magic if the characters extract the agent without blowing her cover.

Beyond the Tablelands

While the seven city-states dominate their region, they aren't the only adventure sites on Athas.

Ringing Mountains and the Forest Ridge: The steep Ringing Mountains form the western edge of the Tablelands region. From a distance, their cliffs look nearly vertical and impossible to climb. But narrow roads do wind up to a few mountain passes that lead to what is possibly Athas's largest woodland: The Forest Ridge.

A great forest of firs, birches, and bamboo trees covers the western slopes of the Ringing Mountains. The air is moist in the Forest Ridge, and intermittent rain is a daily occurrence. While the Forest Ridge teems with life, it isn't all friendly. Tribes of feral, cannibal halflings stalk the few paths through the Forest Ridge, hunting any outsiders who trespass in their realm.

The halfling's large town of Ogo is the only known settlement in the Forest Ridge. While they are no less fierce than the halflings that hunt throughout the forest, the Ogo halflings are more accustomed to dealing with nonhalflings. In exchange for fine Urik obsidian, Ogo sends 200 halfling warriors to serve the dragon-king Hamanu every year.

Lost Scale and Pterran Vale: Two settlements—together comprising a large town—are the ancestral home of the pterrans (see *Dragon* #319). A hundred miles west of the Forest Ridge, Lost Scale and Pterran Vale sit amid scrub plains. Pterran Vale residents regard themselves as more civilized, living in huts and lodges made from the bones and hides of creatures they've hunted or raised themselves. The pterrans of Lost Scale are seminomadic, famous for riding pterraxes and scouring the plains for game.

Winter Nest: Along the Sea of Silt north of the Tablelands are the White Mountains, and nestled among them is the aarakocra small city of Winter Nest. The altitude is so great that the temperature is often cool enough to sustain ice. The city is disconcerting to landbound visitors, however, because it was designed for creatures who can fly from place to place.

Sea of Silt: Balic's silt sailers ply the shallower parts of the Sea of Silt, but even the best cartographers don't know how far east the sea extends, nor its exact northern and southern boundaries. While much of the sea is indeed a featureless plain of pearl-colored silt, many islands within the sea are ruins of bygone ages or the lairs of powerful monsters.

The Silt Sea's dominant feature is the Cerulean Storm, a persistent weather spot (like Jupiter's red spot) that is equal parts sandstorm and hurricane. The Cerulean Storm remains more or less stationary hundreds of miles east of Balic, but it periodically births Tyr-storms that head west at great speed, leaving torrential rains, massive sandstorms, and destructive winds in their wake.

Ledopolus: The twin cities of North and South Ledopolus guard the shores at a narrow point in the Estuary of the Forked Tongue. The ancestral home of the dwarves in the Tablelands, Ledopolus retains its independence, but its leaders dare not cross Andropinis or Lalali-Puy—even the most committed dwarves couldn't stand against the army of a dragon-king.

Between the two cities is the Island of Ledo, where the dwarves are building a massive fortress of unknown purpose. Ledo was inhabited by giants until the dwarves wiped them out about a hundred years ago. On other islands of the Silt Sea, their giant brethren are plotting revenge.

Ruined City-States: Kalidnay (south of Tyr), Bodach (amid the Great Ivory Plain), and Guistenal (on the shore of the Silt Sea) are city-states destroyed centuries ago. Kalidnay is now home to warring tribes of bandits and monsters. Bodach seems to spontaneously generate undead creatures of all kinds. The current inhabitants of Guistenal, once ruled by Dregoth before he became a lich, are unknown.

The Jagged Cliffs and Crimson Savannah: North of the tablelands and west of the Forest Ridge are a series of jagged, wind-whipped cliffs inhabited by halfling tribes that have built gliders and other airships to ascend and descend safely.

Those who safely descend the cliffs find themselves on the Crimson Savannah, named for the reddish soil found in these vast grasslands. The Crimson Savannah is a rich hunting ground for the Kreen Empire, a nation of more than a million thri-kreen and similar species.

The Last Sea: North beyond a gorge filled with lava and across a hundred-league plain of scorched earth is the Last Sea, a great body of salt water amid the Thunder Mountains. This place—spoken of often in folklore but rarely seen—is the largest remaining body of open water on Athas. A city known as Saragar sits on the shores of the Last Sea, ruled by psionic masters who don't even tolerate unspoken thoughts of dissent in their realm. Ω

Dark Sun Monsters

Part One

Written by David Noonan Art by Tom Fowler & Jeff Carlisle

Survival is at a premium on Athas, and one of the best parts of a Dark Sun game is watching your players squirm as they face a monster they've never seen before. The following new monsters can add to that sense of mystery and danger, as can monsters you create yourself. *Dungeon* #111 will contain even more monsters to use in a Dark Sun campaign.

Monster Types

Because psionics are so prevalent on Athas, animals can have psionic powers, so long as the powers aren't central to their threat as monsters. If an animal relies on psionics to survive in the world, build it as a magical beast, not an animal.

Mammals are very rare on Athas (beyond many of the PC races), so most animals found in the *Monster Manual* don't exist in a Dark Sun game. Only snakes and vermin will be familiar to your players. Most of the fauna that surrounds them should seem dangerous and alien. Dark Sun monsters look alien enough that it's sometimes hard to tell what creature type they are at a glance. A kank, for example, looks like a giant ant, but it's actually an animal and hence trainable as a mount.

Compiled List of Monsters

The following monsters are right at home in a Dark Sun campaign. Most appeared in previous editions of the Dark Sun campaign setting, while a few are new creations that are thematically appropriate to the desert world of Athas. The table also includes monsters introduced in this article and those to appear in *Dungeon* #111.

CR	Creature	Type	Source
1/8	Monstrous centipede, Tiny	Vermin	*Monster Manual*
1/6	Hurrum, speckled	Vermin	*Dungeon* 110
1/6	Mulworm	Vermin	*Dungeon* 110
1/6	Ramphor	Animal	*Dungeon* 110
1/4	Critic lizard	Animal	*Dungeon* 110
1/4	Monstrous centipede, Small	Vermin	*Monster Manual*
1/4	Monstrous scorpion, Tiny	Vermin	*Monster Manual*
1/3	Giant fire beetle	Vermin	*Monster Manual*
1/3	Jankx	Animal	*Dungeon* 110
1/3	Kes'trekel	Animal	*Dungeon* 110
1/3	Rainrunner	Elemental	*Dungeon* 111
1/3	Snake, Tiny viper	Animal	*Monster Manual*
1/2	Brain mole	Magical Beast	*Exp. Psionics Handbook*
1/2	Earthdelver	Elemental	*Dungeon* 111
1/2	Firesnake	Elemental	*Dungeon* 111
1/2	Floater	Magical Beast	*Dungeon* 110
1/2	Monstrous centipede, Medium	Vermin	*Monster Manual*
1/2	Monstrous scorpion, Small	Vermin	*Monster Manual*
1/2	Snake, Small viper	Animal	*Monster Manual*
1/2	Windraptor	Elemental	*Dungeon* 111
1/2	Yallix	Animal	*Dungeon* 111
1/2	Z'tal	Animal	*Dungeon* 110
1	Baazrag	Animal	*Dungeon* 110
1	Cinderbrute	Elemental	*Dungeon* 110
1	Cloudscout	Elemental	*Dungeon* 110
1	Elemental, Small	Elemental	*Monster Manual*
1	Giant ant, worker	Vermin	*Monster Manual*
1	Gith	Humanoid	*Dungeon* 110
1	Kaorti	Outsider	*Fiend Folio*
1	Monstrous centipede, Large	Vermin	*Monster Manual*
1	Monstrous scorpion, Medium	Vermin	*Monster Manual*
1	Sandknight	Elemental	*Dungeon* 110
1	Snake, Medium viper	Animal	*Monster Manual*
1	Wavearcher	Elemental	*Dungeon* 110
1	Zhackal	Magical Beast	*Dungeon* 111
2	Azer	Outsider	*Monster Manual*
2	Belgoi	Humanoid	*Dungeon* 111
2	Erdlu	Animal	*Dungeon* 111
2	Folugub	Aberration	*Exp. Psionics Handbook*
2	Giant ant, queen	Vermin	*Monster Manual*
2	Giant ant, soldier	Vermin	*Monster Manual*
2	Giant bombardier beetle	Vermin	*Monster Manual*
2	Kank	Animal	*Dungeon* 110
2	Monstrous centipede, Huge	Vermin	*Monster Manual*
2	Seskarran	Animal	*Dungeon* 111
2	Snake, constrictor	Animal	*Monster Manual*
2	Snake, Large viper	Animal	*Monster Manual*
2	Spinewyrm, wyrmling	Dragon	*Dungeon* 110
2	Thoqqua	Elemental	*Monster Manual*
3	Aoa, droplet	Outsider	*Fiend Folio*
3	Arrowhawk, juvenile	Outsider	*Monster Manual*
3	Crodlu	Animal	*Dungeon* 110
3	Crysmal	Elemental	*Exp. Psionics Handbook*
3	Elemental, Medium	Elemental	*Monster Manual*
3	Ephemera, dusk beast	Outsider	*Manual of the Planes*
3	Fihyr	Aberration	*Monster Manual II*
3	Jhakar	Animal	*Dungeon* 111
3	Mephit (all)	Outsider	*Monster Manual*
3	Monstrous scorpion, Large	Vermin	*Monster Manual*
3	Rasclinn	Magical Beast	*Dungeon* 111
3	Salamander, flamebrother	Outsider	*Monster Manual*
3	Shadow	Undead	*Monster Manual*
3	Snake, Huge viper	Animal	*Monster Manual*
3	Spinewyrm, very young	Dragon	*Dungeon* 110

3	Swarm, locust	Vermin	*Monster Manual*
3	Tojanida, juvenile	Outsider	*Monster Manual*
3	Xorn, minor	Outsider	*Monster Manual*
4	Baazrag, boneclaw	Animal	DUNGEON 110
4	Energon, xag-ya	Outsider	*Manual of the Planes*
4	Fordorran	Magical Beast	DUNGEON 111
4	Giant stag beetle	Vermin	*Monster Manual*
4	Lirr	Magical Beast	DUNGEON 111
4	Pterrax	Animal	DUNGEON 110
4	Razorwing	Animal	DUNGEON 111
4	Swarm, centipede	Vermin	*Monster Manual*
5	Arrowhawk, adult	Outsider	*Monster Manual*
5	Cilops	Animal	DUNGEON 110
5	Crodlu, heavy	Animal	DUNGEON 110
5	Dune reaper drone	Magical Beast	DUNGEON 111
5	Elemental, Large	Elemental	*Monster Manual*
5	Energon, xeg-yi	Outsider	*Manual of the Planes*
5	Genie, djinni	Outsider	*Monster Manual*
5	Inix	Animal	DUNGEON 110
5	Psurlon, average	Aberration	*Monster Manual II*
5	Rast	Outsider	*Monster Manual*
5	Ravid	Outsider	*Monster Manual*
5	Snake, giant constrictor	Animal	*Monster Manual*
5	Spinewyrm, young	Dragon	DUNGEON 110
5	Tojanida, adult	Outsider	*Monster Manual*
5	Udoroot	Plant	*Exp. Psionics Handbook*
6	Belker	Elemental	*Monster Manual*
6	Elemental air drake	Dragon	*Draconomicon*
6	Monst. centipede, Gargantuan	Vermin	*Monster Manual*
6	Salamander	Outsider	*Monster Manual*
6	Sand howler	Magical Beast	DUNGEON 110
6	Xill	Outsider	*Monster Manual*
6	Xorn	Outsider	*Monster Manual*
7	Chaos beast	Outsider	*Monster Manual*
7	Elemental, Huge	Elemental	*Monster Manual*
7	Flesh golem	Construct	*Monster Manual*
7	Genie, dao	Outsider	*Manual of the Planes*
7	Gray glutton	Magical Beast	*Exp. Psionics Handbook*
7	Intellect devourer	Aberration	*Exp. Psionics Handbook*
7	Invisible stalker	Elemental	*Monster Manual*
7	Mekillot	Animal	DUNGEON 110
7	Monstrous scorpion, Huge	Vermin	*Monster Manual*
8	Arrowhawk, elder	Outsider	*Monster Manual*
8	Elemental water drake	Dragon	*Draconomicon*
8	Genie, ereeti	Outsider	*Monster Manual*
8	Mastyrial	Animal	DUNGEON 111
8	Quetzalcoatlus	Animal	*Monster Manual II*
8	Shadow, greater	Undead	*Monster Manual*
8	Shield guardian	Construct	*Monster Manual*
8	Spinewyrm, juvenile	Dragon	DUNGEON 110
8	Swarm, hellwasp	Outsider	*Monster Manual*
8	Xorn, elder	Outsider	*Monster Manual*
9	Braxat	Monstrous Humanoid	*Monster Manual II*
9	Caller in darkness	Undead	*Exp. Psionics Handbook*
9	Dune reaper warrior	Magical Beast	DUNGEON 111
9	Elemental, greater	Elemental	*Monster Manual*
9	Elemental smoke drake	Dragon	*Draconomicon*
9	Genie, marid	Outsider	*Manual of the Planes*
9	Monstrous centipede, Colossal	Vermin	*Monster Manual*
9	Psurlon, elder	Aberration	*Monster Manual II*
9	Roc	Animal	*Monster Manual*
9	Rukanyr	Aberration	*Fiend Folio*
9	Spinewyrm, young adult	Dragon	DUNGEON 110
9	Tojanida, elder	Outsider	*Monster Manual*
10	Clay golem	Construct	*Monster Manual*
10	Elemental fire drake	Dragon	*Draconomicon*
10	Monstrous scorpion, Gargantuan	Vermin	*Monster Manual*
10	Salamander, noble	Outsider	*Monster Manual*
11	Elemental, elder	Elemental	*Monster Manual*
11	Elemental earth drake	Dragon	*Draconomicon*
11	Gaj	Aberration	DUNGEON 111
11	Spinewyrm, adult	Dragon	DUNGEON 110
11	Stone golem	Construct	*Monster Manual*
12	Elemental ooze drake[1]	Dragon	*Draconomicon*
12	Monstrous scorpion, Colossal	Vermin	*Monster Manual*
12	Psion-killer	Construct	*Exp. Psionics Handbook*
12	Rampager[2]	Magical Beast	*Monster Manual II*
13	Elemental magma drake	Dragon	*Draconomicon*
13	Spinewyrm, mature adult	Dragon	DUNGEON 110
15	Great fihyr	Aberration	*Monster Manual II*
15	Nightmare beast	Magical Beast	*Monster Manual II*
15	Psurlon, giant	Aberration	*Monster Manual II*
15	Spinewyrm, old	Dragon	DUNGEON 110
16	Moonbeast[3]	Aberration	*Monster Manual II*
16	Stone golem, greater	Construct	*Monster Manual*
17	Spinewyrm, very old	Dragon	DUNGEON 110
18	Desert landwyrm	Dragon	*Draconomicon*
19	Spinewyrm, ancient	Dragon	DUNGEON 110
20	Megapede	Vermin	*Monster Manual II*
20	Spinewyrm, wyrm	Dragon	DUNGEON 110
22	Spinewyrm, great wyrm	Dragon	DUNGEON 110
23	Spirit of the land	Fey	*Monster Manual II*

1: *Elemental ooze drakes are called elemental silt drakes on Athas.*

2: *Rampagers are called so-ut on Athas.*

3: *Moonbeasts are called stalking horrors on Athas.*

Baazrag

Medium Animal
Hit Dice: 2d8+4 (13 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
Armor Class: 17 (+2 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple: +1/+2
Attack: Bite +2 melee (1d6+1 plus wounding)
Full Attack: Bite +2 melee (1d6+1 plus wounding)
Space/Reach: 5 ft./5 ft.
Special Attacks: Wounding
Special Qualities: Low-light vision, scent
Saves: Fort +5, Ref +5, Will +1
Abilities: Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Skills: Hide +2, Listen +5, Move Silently +3, Spot +5, Survival +1*
Feats: Alertness, Track[B]
Environment: Warm deserts
Organization: Solitary or swarm (2–16)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 3 HD (Medium), 4–6 HD (Large)
Level Adjustment: —

This quadruped is covered with sandy gray bony plates. It has a ridge of spikes along its back and a spiked crest around its neck. Its powerful jaws ooze saliva as it looks at you with beady eyes.

The baazrag is an omnivore that forages alone by day and returns to the safety of its pack at night. On Athas, it's known for its dangerous bite and fierce disposition.

A baazrag is about 3 feet long and weighs from 40 to 60 pounds.

Combat

Baazrags are tenacious fighters, but they're cagey enough to retreat when they have no chance of winning. They wade into melee with fangs bared, relying on their heavy armor plating to protect them from their enemies. A swarm of baazrags focuses as many of their attacks as possible on one opponent, finishing it off before moving on to the next foe.

Wounding (Ex): An enzyme in the baazrag's saliva inhibits clotting. Any living creature damaged by a baazrag continues to bleed, losing 1 hit point per round thereafter. Multiple wounds result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check (one check per wound) or the application of a *cure* spell or some other healing magic (which stops bleeding in all wounds).

Skills: Baazrags have a +4 racial bonus on Survival checks when tracking by scent.

Baazrag, Boneclaw

Large Animal
Hit Dice: 6d8+18 (45 hp)
Initiative: +2
Speed: 50 ft. (10 squares)
Armor Class: 18 (–1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
Base Attack/Grapple: +4/+13
Attack: Bite +9 melee (1d8+8)
Full Attack: Bite +9 melee (1d8+8)
Space/Reach: 10 ft./5 ft.
Special Attacks: Wounding
Special Qualities: Low-light vision, scent
Saves: Fort +8, Ref +7, Will +6
Abilities: Str 21, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Skills: Hide –2, Listen +7, Move Silently +2, Spot +7, Survival +2*
Feats: Alertness, Run, Track[B], Weapon Focus (bite)
Environment: Warm deserts
Organization: Solitary or pack (5–8)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 7–18 HD (Large)
Level Adjustment: —

This hulking quadruped is covered with sandy gray bony plates. It has a ridge of spikes along its back and a spiked crest around its neck. Its powerful jaws ooze saliva as it looks at you with beady eyes.

Boneclaw baazrags hunt in packs and roam the sandy wastes, eating almost anything they can run down.

A boneclaw baazrag is about 8 feet long and weighs about 700 pounds.

Combat

Boneclaw baazrags maneuver to get flanking bonuses

whenever possible. They usually harry a single foe until it drops or is staggered, relying on their anticoagulant saliva to finish the victim off.

Wounding (Ex): An enzyme in the boneclaw baazrag's saliva inhibits clotting. Any living creature damaged by a boneclaw baazrag continues to bleed, losing 1 hit point per round thereafter. Multiple wounds result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check (one check per wound) or the application of a *cure* spell or some other healing magic (which stops bleeding in all wounds).

Skills: The boneclaw baazrag gains a +4 racial bonus on Survival checks when tracking by scent.

Cilops

Large Animal (Psionic)
Hit Dice: 8d8+32 (68 hp)
Initiative: +3
Speed: 40 ft. (8 squares), climb 30 ft.
Armor Class: 17 (–1 size, +3 Dex, +5 natural), touch 12, flat-footed 14
Base Attack/Grapple: +6/+16
Attack: Mandibles +11 melee (1d8+6)
Full Attack: Mandibles +11 melee (1d8+6) and antennae +7 melee (1d6+3 plus poison)
Space/Reach: 10 ft./5 ft.
Special Attacks: Poison
Special Qualities: Psi-like abilities, scent, low-light vision
Saves: Fort +10, Ref +9, Will +4
Abilities: Str 22, Dex 17, Con 19, Int 2, Wis 14, Cha 6
Skills: Climb +14, Listen +8, Spot +8, Survival +13
Feats: Alertness, Track, Weapon Focus (antennae)
Environment: Warm desert
Organization: Solitary or pack (2–5)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 9–12 HD (Large), 10–24 HD (Huge)
This creature looks like an enormous centipede with long antennae, mandibles, and more than a dozen hooked legs.

The cilops is a peerless desert tracker sometimes trained by the templars of the city-states to hunt down escaped slaves and other fugitives. It's the Athasian equivalent of a bloodhound, although much more dangerous.

High-level druids sometimes choose a cilops as an animal companion. The cilops' natural ability to track and its psionic abilities are useful for druids hunting down those who would despoil what life remains in the wilds. An ordinary cilops lacks the intelligence and language skills to articulate what it learns with its *object reading* or *sensitivity to psychic impressions* powers. A cilops animal companion, on the other hand, is smart enough to share what it knows, and the druid can converse with it after casting *speak with animals*.

Cilops constantly roam in search of food. Many grow used to a particular kind of food (such as belgoi, humans, or kanks), and track these creatures down rather than seek out different prey.

A cilops is 10 to 15 feet long and weighs from 500 to 700 pounds.

Combat

In a fight, a cilops lashes out with its sharp mandibles and its paralyzing antennae. If it's particularly hungry, it makes a coup de grace attack against a paralyzed foe, but usually it waits until all threats have been dealt with before feeding.

Poison (Ex): Injury, Fortitude DC 18, initial damage 1d4 Dex, secondary damage paralysis for 2d4 minutes. The save DC is Constitution-based.

Psi-Like Abilities (Sp): At will—*detect hostile intent, know direction and location*; 1/day—*object reading, sensitivity to psychic impressions*. Manifester level 3rd.

Skills: Cilopses have a +4 racial bonus on Listen and Spot checks. They also have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Training a Cilops

Cilops make poor steeds, but they can be trained to hunt down specific individuals, especially when presented with a set of tracks, a scent, or an object that it can use *object reading* on. To be trained, a cilops must have a friendly attitude

Low-Level Summonables (left to right): Cinderbrute, Cloudscout, Sandknight, Wavearcher

toward the trainer. Training a friendly cilops requires six weeks of work and a DC 25 Handle Animal check.

Cinderbrute

Small Elemental (Fire)
Hit Dice: 1d8+2 (6 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 14 (+1 size, +1 Dex, +2 shield), touch 12, flat-footed 13
Base Attack/Grapple: +0/–3
Attack: Iron warhammer +2 melee (1d6+1 and 1d4 fire)
Full Attack: Iron warhammer +2 melee (1d6+1 and 1d4 fire)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Elemental traits, damage reduction 5/bludgeoning, provides illumination as candle, vulnerability to cold
Saves: Fort +2, Ref +3, Will +0
Abilities: Str 13, Dex 13, Con 14, Int 9, Wis 10, Cha 8
Skills: Spot +4
Feats: Dodge
Environment: Elemental Plane of Fire
Organization: Solitary or squad (2–8)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 2–3 HD (Small)
Level Adjustment: —

This creature's ashen body is humanoid-shaped, but only in the abstract sense. It carries a battered iron shield on one arm and a warhammer of iron-shod stone in the other.

Cinderbrutes wander the Elemental Plane of Fire, making war on interlopers—and on each other if there aren't any invaders to fight. They're often summoned to the Material Plane, where they have an instinctive sense of who they're supposed to attack.

A cinderbrute is almost 4 feet tall and weighs about 50 pounds. Cinderbrutes speak and understand Ignan, but they limit their conversations to battlefield orders.

Combat

Cinderbrutes attack with their warhammers, which glow with heat when wielded by a cinderbrute.

Using a Cinderbrute's Gear: If summoned to the Material Plane, cinderbrutes give up their warhammer or shield only if their caster improves their attitude to friendly (they start out indifferent, so it's a DC 15 Diplomacy or Intimidate check). The warhammer or shield disappears when the summoning spell ends, even if the cinderbrute was defeated before then.

Cloudscout

Small Elemental(Air)
Hit Dice: 1d8+1 (4 hp)
Initiative: +3
Speed: Fly 30 ft. (6 squares) (perfect)
Armor Class: 14 (+1 size, +3 Dex), touch 14, flat-footed 11
Base Attack/Grapple: +0/–4
Attack: Iron dagger +1 melee (1d3) or +3 ranged (1d3)
Full Attack: Iron dagger +1 melee (1d3) or +3 ranged (1d3)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Elemental traits, damage reduction 5/piercing, create daggers
Saves: Fort +0, Ref +5, Will +1
Abilities: Str 10, Dex 17, Con 10, Int 9, Wis 12, Cha 8
Skills: Listen +3, Spot +6
Feats: Alertness
Environment: Elemental Plane of Air
Organization: Solitary or squad (2–8)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral

Advancement: 2–3 HD (Small)
Level Adjustment: —
This creature looks like a puff of smoke with batlike, smoky wings on each side. Two clots of particularly dark vapor look vaguely like eyes.

Cloudscouts patrol the vast skies of the Elemental Plane of Air, alert for intruders. Elemental clerics often summon them to the Material Plane as spies or combatants.

A cloudscout is about 3 feet across and weighs about a pound. It speaks and understands Auran.

Combat

Cloudscouts prefer to throw daggers at their foes from above, but they can also wield them in melee if they need to.

Create Daggers (Su): As a free action once per round, a cloudscout can form an iron dagger from its body. Such daggers disappear after 10 rounds.

Critic Lizard

Tiny Animal (Psionic)
Hit Dice: 1/2d8 (2 hp)
Initiative: +2
Speed: 20 ft. (4 squares), climb 20 ft.
Armor Class: 15 (+2 size, +1 Dex, +2 natural), touch 13, flat-footed 14
Base Attack/Grapple: +0/–11
Attack: Bite +3 melee (1d4–3)
Full Attack: Bite +3 melee (1d4–3)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Psi-like abilities
Special Qualities: Low-light vision,
Saves: Fort +2, Ref +3, Will +1
Abilities: Str 5, Dex 13, Con 10, Int 2, Wis 12, Cha 11
Skills: Balance +9, Climb +11, Hide +11, Listen +3, Spot +3
Feats: Alertness, Weapon Finesse[B]
Environment: Warm deserts
Organization: Solitary
Challenge Rating: 1/4
Treasure: —
Alignment: Always neutral
Advancement: —
Level Adjustment: —
These brightly scaled lizards have spines along their back that waver and pulse as the creature moves.

Critic lizards are common household pets on Athas, possessed of rudimentary psionics they use on behalf of creatures who feed and care for them. They are otherwise unaffectionate and aloof.

A critic lizard is a foot long when fully grown and weighs 3 to 4 pounds.

Combat

Critic lizards don't even like to hunt; they rely completely on their feeders for protection.

Psi-Like Abilities (Sp): 3/day—*detect teleportation, detect psionics.* Manifester level 1st.

Skills: A critic liziard recieves a +8 racial bonus on Balance checks. They also have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Critic lizards use their Dexterity modifier to adjust Climb checks rather than their Strength modifier.

Crodlu

Crodlu	**Heavy Crodlu**
Large Animal	Large Animal
Hit Dice: 4d8+16 (34 hp)	6d8+30 (57 hp)
Initiative: +2	+1
Speed: 50 ft. (10 squares)	40 ft. (8 squares)
Armor Class: 16 (–1 size, +2 Dex, +5 natural), touch 11, flat-footed 14	18 (–1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
Base Attack/Grapple: +3/+11	+4/+13
Attack: Claw +6 melee (1d6+4)	+8 melee (1d6+5)
Full Attack: 2 claws +6 melee (1d8+2) and rear claw +4 melee (1d6+2) (1d6+4) and bite +4 melee	2 claws +8 melee (1d6+5) and bite +6 melee (1d8+2) and rear claw +6 melee (1d6+2)
Space/Reach: 10 ft./5 ft.	10 ft./5 ft.
Special Attacks: Pounce	Pounce, ram
Special Qualities: Low-light vision	Low-light vision
Saves: Fort +8, Ref +6, Will +2	Fort +10, Ref +6, Will +3
Abilities: Str 19, Dex 15, Con 19, Int 2, Wis 12, Cha 10	Str 21, Dex 13, Con 21, Int 2, Wis 12, Cha 12
Skills: Hide +8, Jump +23, Listen +10, Spot +10	Hide +7, Jump +20, Listen +11, Spot +11
Feats: Multiattack, Run	Improved Bull Rush, Multiattack, Power Attack
Environment: Warm deserts	Warm deserts
Organization: Solitary, pair, or pack (3–6)	Solitary, pair, or pack (3–6)
Challenge Rating: 3	5
Treasure: None	None
Alignment: Always neutral	Always neutral
Advancement: 5–8 HD (Large)	7–12 HD (Large)
Level Adjustment: —	—

This upright lizard runs in packs across the desert plains on its powerful hind legs. Its forelimbs have sharp claws, and its beaklike snout opens as it breathes to reveal rows of teeth.

A distant relative of the erdlu (see *Dungeon* #111), the crodlu is a carnivore that uses its speed and claws to good advantage, often leaping onto its prey and tearing it apart.

A crodlu stands about 6 feet tall and weighs from 450 to 500 pounds. Illustrations of crodlus appear on appear on pages 37 and 60.

Combat

When hunting in packs, crodlus circle around their prey or send one part of the pack around to drive fleeing victims into the waiting claws of the rest of the pack.

Pounce (Ex): If a crodlu charges, it can make a full attack.

Skills: Crodlus have a +8 racial bonus on Hide, Jump, Listen, and Spot checks.

Heavy Crodlu

The heavy crodlu subspecies is stronger and has a thicker hide than the common crodlu, but it isn't as fast. Heavy crodlus are 7 feet tall and weigh 500 to 600 pounds.

Ram (Ex): If a heavy crodlu charges, it can make a special bull rush attempt against the creature it charges. If the heavy crodlu pushes its target more than 5 feet and moves along with it, the heavy crodlu can make a pounce attack at the end of the bull rush.

Floater

Tiny Magical Beast (Psionic)
Hit Dice: 1d10 (5 hp)
Initiative: +1
Speed: Fly 20 ft. (4 squares) (perfect)
Armor Class: 14 (+2 size, +1 Dex, +1 natural), touch 13, flat-footed 13
Base Attack/Grapple: +1/–10
Attack: Tentacles +4 melee (1d3–3 plus poison)
Full Attack: Tentacles +4 melee (1d3–3 plus poison)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Poison, psi-like abilities
Special Qualities: Darkvision 60 ft., low-light vision, fire vulnerability
Saves: Fort +2, Ref +3, Will +1
Abilities: Str 4, Dex 13, Con 10, Int 2, Wis 13, Cha 11
Skills: Listen +5, Move Silently +15
Feats: Weapon Finesse
Environment: Warm deserts
Organization: Solitary
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: 2 HD (Small)
Level Adjustment: —

This creature resembles a translucent jellyfish drifting in midair, slowly flexing the tentacles that hang beneath its vaguely spherical body.

The floater is a desert carrion-eater that preys on weak or disabled creatures, rendering them harmless with its poison or psionic attacks, then consuming them over the course of several days. They tend to be territorial with regard to other floaters, and they jealously guard a corpse they've been eating from any creature that's not obviously tougher than they are.

A floater is about 3 feet long, including its tentacles. It's effectively weightless while alive; a floater body only weighs a pound or two, and the lighter-than-air gases in their central bladders counteract this weight.

Combat

Floaters strike as quickly as they can, paralyzing any creature that poses a threat. If a fight goes poorly, floaters rise beyond the reach of their foes, launch an *ego whip*, and then flee.

Poison (Ex): A floater's tentacles deliver a paralytic poison that deals initial damage of 1d4 Dexterity and secondary damage of 1d4×10 minutes of paralysis (Fortitude DC 10 negates). The save DC is Constitution-based.

Psi-Like Abilities (Sp): 3/day—*detect psionics, demoralize* (DC 11), *ego whip* (DC 12). Manifester level 1st. The save DCs are Charisma-based.

Fire Vulnerability (Ex): The gases that lift the floater are flammable, so the floater takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Skills: Floaters have a +14 racial bonus on Move Silently checks.

Gith

Medium Humanoid (Gith)
Hit Dice: 1d8+1 (5 hp)
Initiative: +0
Speed: 40 ft. (6 squares)
Armor Class: 14 (+2 leather armor, +2 heavy shield), touch 10, flat-footed 14
Base Attack/Grapple: +0/+2
Attack: Bronze carrikal +1 melee (1d8+1/×3) or claw +2 melee (1d4+2)
Full Attack: Bronze carrikal +2 melee (1d8+2/×3) or 2 claws +2 melee (1d4+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Psi-like abilities, rage 1/day
Special Qualities: Darkvision 60 ft.
Saves: Fort +3, Ref +0, Will +0
Abilities: Str 15, Dex 11, Con 12, Int 6, Wis 11, Cha 10
Skills: Hide +4, Jump +16
Feats: Reckless Offense
Environment: Any underground
Organization: Solitary or warband (4–9) or warband (10–40 plus 1 4th-level wilder and 1d3 2nd-level barbarians)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +2

Part elf, part reptile, this creature brandishes a bronze carrikal in a clawed hand. Its posture is stooped, with a bony ridge running up the center of its curved back.

The giths are one of the few creatures to make their homes underground on Athas. They often emerge onto the desert sands to raid the surface world.

A gith is about 5 feet tall, although it would be more than 7 feet tall if it stood up straight. It weighs from 160 to 180 pounds.

Combat

When a gith raiding party spies a likely target, its leaders (often wilders) make a psionic area attack, then the giths charge into melee.

Psi-Like Abilities (Sp): 3/day—*control flames, matter agitation*. Manifester level 1st. The DCs are Charisma-based. Gith gain more psi-like abilities as they gain character levels, as detailed below under "Giths as Characters."

Rage (Ex): When raging, the gith has AC 12, 9 hp, and a carrikal attack of +4 (1d8+4).

Skills: Giths have a +10 racial bonus on Jump checks.

The gith barbarian presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 8, Wis 9, Cha 10.

Gith Society

Giths live in natural underground caves or rocky canyons which they guard with all manner of rockfalls and other natural traps. Some live in the underground ruins of bygone ages and are often uncomprehending of the wondrous treasures and lore available there. Giths tend to flee strong opposition on a raid, but they're tenacious in defense of their lairs.

The gith with the most powerful psionics rules the tribe, because gith have an inborn reverence for psionic power. Other positions of authority within the tribe are completely subordinate to the tribal chief.

Giths as Characters

Most giths are barbarians. Some of the most powerful giths are rangers, wilders, or neutral evil druids.

Gith characters possess the following racial traits.

- +2 Strength, –2 Intelligence, +2 Wisdom.
- Medium size.
- A gith's base land speed is 30 feet.
- Darkvision out to 60 ft.
- *Naturally Psionic*: Gith gain 2 bonus power points at 1st level.
- *Psi-Like Abilities*: Gith gain the following psi-like abilities.

Level	Psi-Like Abilities
1st–2nd	3/day—*matter agitation, control flames*
3rd–5th	3/day—*biofeedback*
6th–8th	3/day—*control body*
9th+	3/day—*psychofeedback*; 1/day—*telekinetic thrust*

Manifester level equal to 1/2 Hit Dice (minimum 1st). The save DCs are Charisma-based.

- *Automatic Languages*: Common, Gith. *Bonus Languages*: Dwarven, Pterran, Tariati, Belgoi.
- *Favored Class*: Barbarian.
- *Level Adjustment*: +2.

Hurrum, Speckled

Tiny Vermin
Hit Dice: 1/2d8+2 (4 hp)
Initiative: +0
Speed: 15 ft. (3 squares)
Armor Class: 15 (+2 size, +3 natural), touch 12, flat-footed 15
Base Attack/Grapple: +0/–12
Attack: Bite +2 melee (1d2–4)
Full Attack: Bite +2 melee (1d2–4)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Psi-like abilities
Special Qualities: —
Saves: Fort +4, Ref +0, Will +0
Abilities: Str 3, Dex 10, Con 14, Int —, Wis 10, Cha 10
Skills: Climb +8, Hide +8
Feats: Weapon Finesse[B]
Environment: Warm deserts
Organization: Solitary or mating pair
Challenge Rating: 1/6
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

This beetle-like insect, about the size of a human face, is a glossy black with rainbow speckles on its back. It flutters its miniscule wings against its carapace, producing a pleasing humming sound.

Hurrums are beetles known for their pleasant, musical wing-songs. Speckled hurrums, the largest species, have

Familiars (left to right): Floater, Critic Lizard, Kes'trekel, Speckled Hurrum, Mulworm, Jankx, Ramphor, Z'tal.

psionic powers that are likewise soothing for creatures who keep them as pets.

A speckled hurrum is about 5 inches long and weighs less than 1 pound.

Combat

Hurrums have a bite attack, but they rarely use it. The humming sound from the beating of a hurrum's wings attracts smaller insects for food, and hurrums use their psionic powers to pacify anyone big enough to eat them.

Psi-Like Abilities (Sp): At will—*distract* (DC 11); 1/day—*telempathic projection*. Manifester level 1st. The save DCs are Charisma-based.

Skills: Speckled hurrums have a +8 racial bonus on Climb checks. They use their Dexterity modifier for Climb checks rather than their Strength.

Inix

Large Animal
Hit Dice: 8d8+40 (76 hp)
Initiative: +0
Speed: 40 ft. (8 squares)
Armor Class: 16 (–1 size, +7 natural), touch 9, flat-footed 16
Base Attack/Grapple: +6/+18
Attack: Bite +13 melee (1d8+8) or tail slap +13 melee (1d6+4)
Full Attack: Bite +13 melee (1d8+8) and tail slap +8 melee (1d6+4)
Space/Reach: 10 ft./5 ft. (10 ft. with tail)
Special Attacks: —
Special Qualities: Low-light vision, scent
Saves: Fort +11, Ref +6, Will +3
Abilities: Str 26, Dex 10, Con 21, Int 2, Wis 13, Cha 2
Skills: Listen +14, Spot +3
Feats: Alertness, Endurance, Power Attack
Environment: Warm deserts
Organization: Solitary or pack (2–8)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 9–12 HD (Large); 13–24 HD (Huge)
Level Adjustment: —

This armored lizard slowly sweeps the ground behind it with its long tail. It sniffs the air, wrinkling its snout to reveal rows of sharp teeth.

Inixes are often domesticated because they make strong, spirited mounts. They relish a good fight and are sometimes difficult to guide away from the battlefield. Because they sway dramatically from side to side when they run, Ride checks on inixes suffer a –4 penalty.

An inix is about 10 feet long, 5 feet high at the shoulder, and it weighs about 6,000 pounds.

Carrying Capacity: A light load for an inix is up to 918 pounds; a medium load 919–1,839 pounds; and a heavy load, 1,840–2,760 pounds. An inix can drag 13,800 pounds.

Combat

In a fight, an inix often lashes out with its tail against one foe while it bites another. It sometimes readies a tail sweep against foes who enter its threatened squares, surprising enemies who aren't expecting 10 feet of reach.

Jankx

Tiny Animal
Hit Dice: 1/2d8 (2 hp)
Initiative: +2
Speed: 20 ft. (4 squares), burrow 10 ft.
Armor Class: 16 (+2 size, +2 Dex, +2 natural), touch 14, flat-footed 14
Base Attack/Grapple: +0/–11
Attack: Claws +4 melee (1d2–3 plus poison)
Full Attack: Claws +4 melee (1d2–3 plus poison)
Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Poison
Special Qualities: Low-light vision, scent
Saves: Fort +2, Ref +4, Will +2
Abilities: Str 5, Dex 15, Con 10, Int 2, Wis 14, Cha 5
Skills: Hide +6, Listen +14, Move Silently +6, Spot +6
Feats: Alertness, Weapon Finesse[B]
Environment: Warm desert
Organization: Solitary, pack (2–9), or warren (10–100)
Challenge Rating: 1/3
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

These furry creatures have golden hides, sleek bodies, and four short legs. Their bark is little more than a barely-audible high-pitched squeak

Jankxes live in burrow communities, from which they scour the desert surface at night for food. Their eyesight is barely adequate, but they are possessed of both keen hearing and a sensitive nose. Their golden pelts fetch a high price among clothiers and artisans, but jankxes are difficult to trap.

A jankx is about 1 foot tall when it's standing on its hind legs. It weighs from 5 to 7 pounds.

Combat

When defending their burrows, jankxes are fierce combatants. If attacked, a jankx's first instinct is to alert the rest of the burrow. The sight of dozens of jankxes pouring out of holes in the ground is often the last thing an unlucky jankx trapper sees.

Poison (Ex): The claws of the jankx are designed for digging and foraging, but they also have a retractable spur connected to poison sacs in their shoulders. The poison, usable once a day, deals initial and secondary damage of 1d4 Strength (Fortitude DC 10 negates). The save DC is Constitution-based.

Skills: Jankxes have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Listen checks, but a –4 racial penalty on Hide checks due to their golden pelts.

Kank

Large Animal
Hit Dice: 3d8+9 (22 hp)
Initiative: +1
Speed: 50 ft. (10 squares)
Armor Class: 15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple: +2/+9
Attack: Pincer +4 melee (1d6+4 plus poison)
Full Attack: Pincer +4 melee (1d6+4 plus poison)
Space/Reach: 10 ft./5 ft.
Special Attacks: Poison
Special Qualities: Low-light vision
Saves: Fort +6, Ref +4, Will +2
Abilities: Str 16, Dex 13, Con 17, Int 2, Wis 12, Cha 6
Skills: Jump +14, Listen +4
Feats: Endurance, Run
Environment: Warm deserts
Organization: Solitary, pack (2–5) or herd (6–30)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

This creature looks like a giant ant with thicker limbs and a placid disposition. Its eyes glitter with a degree of intellect, and it makes a soft, humming sound.

These antlike animals are perhaps the most important prevalent animals on Athas. The statistics above describe riding or dray kanks, which are taken from the warrior caste in a kank herd. Other kanks produce melon-sized globules of green honey that feed their young (if wild) or are harvested by their owners (if domesticated). Honey-producing kanks lack poison pincers.

Kanks are omnivorous grazers who'll eat nearly anything organic, seemingly without preference. When they die, they decompose messily within an hour, leaving behind a pile of foul-smelling organic sludge that's unappealing even to a starving denizen of Athas.

A kank is 4 to 5 feet tall at the shoulder, some 8 feet long, and weighs from 400 to 500 pounds.

Carrying Capacity: A light load for a kank is up to 200 pounds; a medium load 201–400 pounds; and a heavy load, 401–600 pounds. A kank can drag 3,000 pounds.

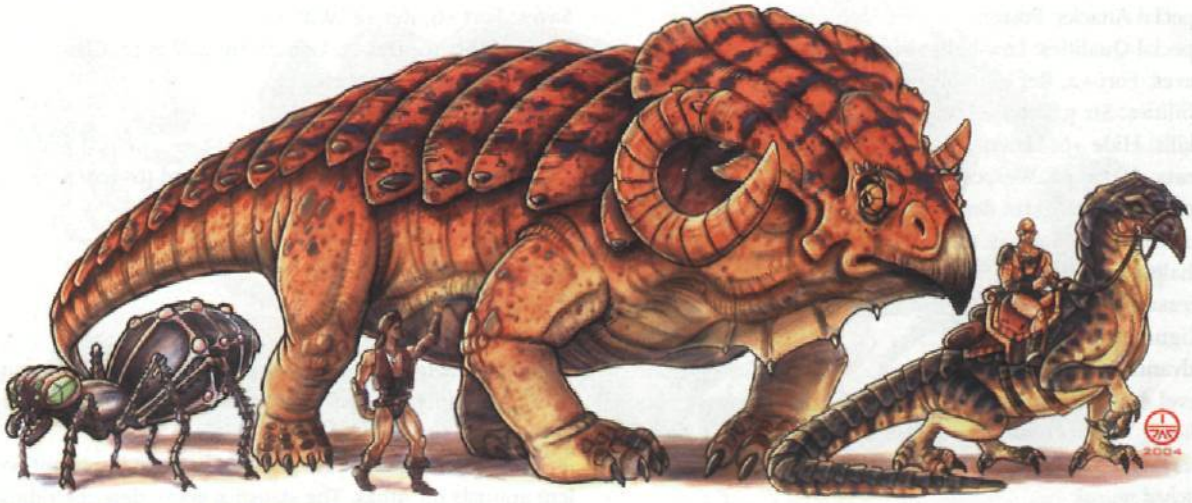
Combat

Kanks fight only when directly threatened, and even then only if they have poison pincers; honey-producing kanks run away unless cornered.

Poison (Ex): A kank has poisonous pincers that deal initial and secondary damage of 1d4 rounds of paralysis (Fort DC 13 negates).

Kes'trekel

Tiny Animal
Hit Dice: 1d8 (4 hp)
Initiative: +3
Speed: 10 ft. (2 squares), fly 40 ft. (average)
Armor Class: 16 (+2 size, +3 Dex, +1 natural), touch 15, flat-footed 13
Base Attack/Grapple: +0/–10
Attack: Talons +5 melee (1d4–2)
Full Attack: Talons +5 melee (1d4–2)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Aversion
Special Qualities: —
Saves: Fort +2, Ref +5, Will +2
Abilities: Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 14



Beasts of Burden (left to right): Kank, Mekillot, Inix.

Skills: Listen +4, Spot +12
Feats: Alertness, Weapon Finesse[B]
Environment: Warm deserts
Organization: Solitary, pair, or flock (3–18)
Challenge Rating: 1/3
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

This scavenger bird soars high above the desert sands, its sharp eyes alert for potential meals. Its plumage varies from gray to black, except on its head where it's a bright crimson. Its talons look sharp, and its beak has rough serrations along the edges.

The kes'trekel is the most common carrion-eating bird in the deserts of Athas. By day, they search the vast barrens, looking for corpses to eat or weak creatures they can finish off. They're patient animals, willing to circle lazily overhead for hours while their next meal succumbs to heat, thirst, or another of Athas' dangers. They retreat to their well-hidden nests at night

A kes'trekel has a wingspan of three to four feet. It weighs between 1 and 2 pounds.

Combat

Kes'trekels rarely fight because their meals are generally dead or dying before they approach. They flee into the sky when faced with more serious threats.

Aversion (Ex): Individual kes'trekels aren't psionic, but a flock can collectively combine their miniscule minds to psionically warn creatures away from a kes'trekel meal. Creatures within 100 feet of four or more kes'trekels must succeed on a DC 12 Will save or gain an aversion to kes'trekels for 10 minutes. Affected creatures must stay at least 100 feet away from any kes'trekels, alive or dead; if already within 100 feet, they move away. A subject unable to move away, or one attacked by kes'trekels, is overcome with revulsion, which reduces the creature's Dexterity score by 4 points until the effect wears off or the subject is no longer within 20 feet of a kes'trekel. This ability is otherwise similar to *antipathy* (caster level 15th). The save DC is Charisma-based.

Skills: Kes'trekels have a +4 racial bonus on Spot checks.

Mekillot

Huge Animal
Hit Dice: 11d8+55 (104 hp)
Initiative: +0
Speed: 40 ft. (8 squares)
Armor Class: 18 (–2 size, +10 natural), touch 8, flat-footed 18
Base Attack/Grapple: +8/+26
Attack: Bite +16 melee (2d6+15) or tongue +16 melee (1d8+15)
Full Attack: Bite +16 melee (2d6+15) or tongue +16 melee (1d8+15)
Space/Reach: 15 ft./10 ft. (15 ft. with tongue)
Special Attacks: Improved grab, swallow whole
Special Qualities: Low-light vision
Saves: Fort +12, Ref +7, Will +4
Abilities: Str 30, Dex 10, Con 21, Int 2, Wis 13, Cha 7
Skills: Listen +8, Spot +8
Feats: Awesome Blow, Endurance, Improved Bull Rush, Power Attack
Environment: Warm deserts
Organization: Domesticated or throng (2–5)
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 12–16 (Huge); 17–22 HD (Gargantuan)
Level Adjustment: —

This immense, squat lizard has curling horns to either side of its wide snout. Its long, snakelike tongue flickers in and out of its toothy maw.

The mekillot is a lizard frequently domesticated as a dray animal. Even a well-trained mekillot is unpredictable, and many occasionally make a meal of their handler.

A typical mekillot is about 25 feet long and weighs about 12,000 pounds. Larger specimens exist that grow up to 50 feet long.

Carrying Capacity: A light load for a mekillot is up to 3,192 pounds; a medium load 3,193–6,384 pounds; and a heavy load, 6,385–9,600 pounds. A mekillot can drag 48,000 pounds.

Combat

An angry mekillot simply pushs foes out of the way unless it's hungry. If it wants a meal, it uses its prehensile tongue to grab a creature and drag it into its mouth. The mekillot can't bite in a round when it attacks with its tongue, or vice versa.

Improved Grab (Ex): To use this ability, the mekillot must hit a creature one size category smaller than itself with its tongue attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the opponent in the following round.

Swallow Whole (Ex): A mekillot can try to swallow a grabbed opponent at least two size categories smaller than itself by making a successful grapple check. A swallowed creature takes 2d8+10 points of bludgeoning damage and 8 points of acid damage per round from the mekillot's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A mekillot's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Mulworm

Diminutive Vermin
Hit Dice: 1/4d8 (1 hp)
Initiative: +1
Speed: 5 ft. (1 square), climb 5 ft.
Armor Class: 16 (+4 size, +1 Dex, +1 natural), touch 15, flat-footed 15
Base Attack/Grapple: +0/–17
Attack: Bite +1 melee (1d2–5 plus disease)
Full Attack: Bite +5 melee (1d2–5 plus disease)
Space/Reach: 1 ft./0 ft.
Special Attacks: Acidic innards, disease
Special Qualities: Low-light vision
Saves: Fort +2, Ref +5, Will +2
Abilities: Str 1, Dex 12, Con 11, Int —, Wis 14, Cha 4
Skills: Climb +13, Hide +13
Feats: Lightning Reflexes, Weapon Finesse[B]
Environment: Warm deserts
Organization: Solitary or Host (2–100)
Challenge Rating: 1/6
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

This white, segmented caterpillar leaves a faint trail of sticky residue behind it as it crawls.

Most mulworms remain in their caterpillar stage for months or years, depending on their diet of berries and tree-bark. Then they wrap themselves in cocoons while they transform into butterflies, which mate and die in a matter of days or weeks.

A mulworm is about 1 foot long and 2 inches in diameter. It weighs less than 1 pound.

Combat

Possessed of an ineffectual bite, the mulworm has nevertheless evolved some defenses to make predators regret their choice of meal.

Acidic Innards (Ex): The mulworm's internal fluids are highly acidic when exposed to the air. When a mulworm takes damage from a slashing or piercing weapon, creatures in the same square take 1d6 points of acid damage.

Disease (Ex): Mulworm rash—bite, Fortitude DC 10, incubation period 1d3 days, damage 1d3 Dex and 1d3 Cha. The save DC is Constitution-based.

Skills: Mulworms have a +8 racial bonus on Climb checks. They can use their Dexterity modifier on Climb checks.

Pterrax

Large Animal (Psionic)
Hit Dice: 6d8+18 (45 hp)
Initiative: +2
Speed: 20 ft. (4 squares); fly 80 ft. (average)
Armor Class: 16 (–1 size, +2 Dex, +5 natural), touch 11, flat-footed 14
Base Attack/Grapple: +4/+12
Attack: Bite +8 melee (1d6+4)
Full Attack: Bite +8 melee (1d6+4) and 2 claws +5 melee (1d4+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Pounce, rake 1d6+2
Special Qualities: Psi-like abilities, low-light vision
Saves: Fort +8, Ref +7, Will +5
Abilities: Str 18, Dex 15, Con 16, Int 2, Wis 12, Cha 8
Skills: Spot +10
Feats: Iron Will, Multiattack, Weapon Focus (bite)
Environment: Warm desert
Organization: Solitary or flock (6–10)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment: —

This large creature is a slender, tan-colored reptiloid with a pair of large wings stretched behind its forelimbs, which end in sharp claws. Its rear limbs have claws as well, and it beaky snout shows rows of teeth.

Pterraxes soar high in the skies of Athas, looking for prey to swoop down upon. They make good mounts if trained for that purpose.

A pterrax is about seven feet long, although its wingspan sometimes stretches as far as 20 feet. It weighs about 500 pounds.

Carrying Capacity: A light load for a pterrax is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

Combat

Pterraxes pounce on their prey, striking from above whenever they can. Against particularly small foes, they sometimes grapple and then take to the air with their hapless prey.

Pounce (Ex): If a pterrax dives upon or charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +6 melee, damage 1d6+2.

Psi-like Abilities (Sp): 1/day—*biofeedback, empathy*. Manifester level 3rd.

Training a Pterrax

A pterrax requires training before it can bear a rider in combat. To be trained, a pterrax must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy or Intimidate check). Training a friendly pterrax requires six weeks of work and a DC 25 Handle Animal check. Riding a pterrax requires an exotic saddle. A pterrax can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check (DC 10).

Pterrax eggs are worth 2,000 cp apiece on the open market, while young are worth 3,000 cp each. Professional trainers charge 1,500 cp to rear or train a pterrax.

Ramphor

Tiny Animal
Hit Dice: 1/4d8 (2 hp)
Initiative: +2
Speed: 10 ft. (2 squares), fly 60 ft. (average)
Armor Class: 15 (+2 size, +2 Dex, +1 natural), touch 14, flat-footed 13
Base Attack/Grapple: +0/–13
Attack: Beak +4 melee (1d3–5)
Full Attack: Beak +4 melee (1d3–5)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: —
Special Qualities: Low-light vision
Saves: Fort +2, Ref +4, Will +2
Abilities: Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6
Skills: Listen +5, Spot +15
Feats: Alertness, Weapon Finesse[B]
Environment: Warm deserts
Organization: Solitary or pair
Challenge Rating: 1/6
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

This flyer has a long, sharp beak and flaps of gray skin underneath its forelimbs that act as wings.

The ramphor is a raptor that hunts large insects and small lizards in the Athasian wilderness. It relies on its powerful dives to catch its prey by surprise, spearing it with a sharp beak then carrying it aloft to be eaten.

A ramphor is about 18 inches long with a three- to four-foot wingspan. It weighs about 2 pounds.

Combat

The ramphor relies heavily on powerdives, charging unaware foes, then flying off. A cautious hunter, the ramphor rarely sticks around to tangle with a foe that survives its first attack.

Skills: Ramphors have a +8 racial bonus on Spot checks, because their vision is so keen.

Sand Howler

Large Magical Beast
Hit Dice: 8d10+32 (76 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 17 (–1 size, +8 natural), touch 9, flat-footed 17
Base Attack/Grapple: +8/+20
Attack: Bite +15 melee (1d10+12)
Full Attack: Bite +15 melee (1d10+12) and 2 claws +15 melee (1d6+8)
Space/Reach: 10 ft./5 ft.
Special Attacks: Paralyzing gaze
Special Qualities: Darkvision 60 ft., low-light vision

Saves: Fort +10, Ref +6, Will +3
Abilities: Str 26, Dex 10, Con 19, Int 2, Wis 13, Cha 14
Skills: Listen +14, Spot +3
Feats: Alertness, Endurance, Power Attack
Environment: Warm desert
Organization: Solitary or herd (2–12)
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: 9–12 HD (Large); 13–24 HD (Huge)
Level Adjustment: —
This lizardlike quaduped has two lower tusks more than a foot long and eight purplish eyes. Its upper back is covered with scales, but its limbs and underside is tawny fur.

The sand howler gets its name from the eerie yelps and howls it uses to communicate the location of prey to the rest of the pack. If more of its victims survived, they'd probably rename it for its paralytic gaze and massive jaws.

A typical sand howler is almost 10 feet long, 5 feet at the shoulder, and weighs 4,000 pounds.

Combat

Sand howlers are territorial hunters. They rarely stray from ground they know well. They often challenge an intruder by standing atop a ridge or sand dune and howling. If the intruder approaches, he faces the sand howler's paralyzing gaze, and then a downhill charge from the angry beast.

Paralyzing Gaze (Su): Paralyze foe for 1d4 rounds, 30 feet, Fortitude DC 16 negates. The save DC is Charisma-based.

Sandknight

Small Elemental (Earth)
Hit Dice: 1d8+1 (5 hp)
Initiative: +1
Speed: 20 ft. (4 squares), burrow 20 ft.
Armor Class: 18 (+1 size, +6 natural, +1 Dex), touch 12, flat-footed 17
Base Attack/Grapple: +0/–1
Attack: Blood obsidian greatsword +4 melee (1d10+4)
Full Attack: Blood obsidian greatsword +4 melee (1d10+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Elemental traits
Saves: Fort +3, Ref +1, Will +0
Abilities: Str 17, Dex 13, Con 12, Int 9, Wis 10, Cha 6
Skills: Listen +4
Feats: Dodge
Environment: Elemental Plane of Earth
Organization: Solitary or squad (2–8)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 2–3 HD (Small)
Level Adjustment: —
Composed entirely of sand and pebbles, this humanoid-shaped creature wields a massive sword made of glittering obsidian.

Sandknights are the footsoldiers of the Elemental Plane of Earth, endlessly marching across its stony plains and through its underground tunnels. They make war on anyone they have a chance of defeating, heedless of the danger.

Combat

Sandknights are unsubtle fighters. They simply charge their foes and attack with their swords.

Using a Sandknight's Gear: If summoned to the Material Plane, sandknights give up their swords only if their caster improves their attitude to friendly (they start out indifferent, so it's a DC 15 Diplomacy or Intimidate check). The sword disappears when the summoning spell ends, even if the sandknight was defeated before then.

Spinewyrm

Dragon (Psionic)
Environment: Warm deserts
Organization: Wyrmling, very young, young, juvenile, or young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient,wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)
Challenge Rating: Wyrmling 2; very young 3; young 5; juvenile 8; young adult 9; adult 11; mature adult 13; old 15; very old 17; ancient 19; wyrm 20; great wyrm 22.
Treasure: Triple standard

Spinewyrms by Age

Age	Size	HD (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/Grapple	Attack
Wyrmling	T	3d12 (19)	13	10	11	8	13	10	+3/–4	+4
Very young	S	6d12 (39)	17	12	11	8	13	10	+6/+5	+10
Young	M	9d12+9 (67)	19	12	13	10	15	12	+9/+13	+13
Juvenile	L	12d12+24 (102)	23	12	15	10	15	12	+12/+22	+17
Young adult	L	15d12+30 (127)	25	14	15	12	17	14	+15/+26	+21
Adult	L	18d12+36 (153)	27	14	15	12	17	14	+18/+30	+25
Mature adult	H	21d12+63 (199)	27	14	17	14	19	16	+21/+37	+27
Old	H	24d12+72 (228)	29	16	17	14	19	16	+24/+41	+31
Very old	G	27d12+108 (283)	31	16	19	16	21	18	+27/+49	+33
Ancient	G	30d12+150 (345)	33	16	21	16	21	18	+30/+53	+37
Wyrm	G	33d12+165 (379)	35	18	21	18	23	20	+33/+57	+41
Great wyrm	G	36d12+216 (450)	37	18	23	20	23	22	+36/+61	+45

Alignment: Usually neutral evil

Advancement: Wyrmling 4–5 HD; very young 7–8 HD; young 10–11 HD; juvenile 13–14 HD; young adult 16–17 HD; adult 19–20 HD; mature adult 22–23 HD; old 25–26 HD; very old 28–29 HD; ancient 31–32 HD; wyrm 34–35 HD; great wyrm 37+ HD

Level Adjustment: Wyrmling +3; very young +4, young +5, juvenile +5, others —

This sinuous giant snake slithers across the sky, the many spines on its chitinous, segmented shell whistling as they slice through the wind.

The spinewyrm is the closest thing Athas has to a traditional D&D dragon. It has no breath weapon—or wings or legs for that matter—but it has dangerous melee attacks and psionic powers.

Spinewyrms float high in the skies over Athas, swooping down when they see a tasty meal or something else that strikes their fancy. They keep their lairs atop forbidding rock outcroppings, slippery sand dunes, or other hard-to-reach places.

Combat

Before a fight begins, a spinewyrm uses its psionic powers to make itself stronger and to learn more about its adversaries. It then dives into battle, trying to constrict and use its natural weapons. Larger spinewyrms constrict particularly tenacious foes and fly hundreds of feet into the air before dropping them.

Because a spinewyrm has no claws or wings, its full attack action functions differently than most dragons. A spinewyrm's primary attack is a bite with its massive, powerful jaws. Spinewyrms gain Improved Natural Attack (bite) as a bonus feat, and thus the damage they inflict is increased by one step, as if it were one size category larger than the damage indicated for a dragon's bite on page 69 of the *Monster Manual*. Spinewyrms always apply 1.5 times their Strength bonus to damage done with their bite, even when they make a full attack action. Spinewyrms have a secondary attack—lashing with the spines that cover their long, snake-like bodies. As spinewyrms grow larger, they can make more attacks with their spines. The number of attacks they can make with a full attack action and the damage inflicted is listed on the table, and includes one-half the spinewyrm's Strength bonus.

Detachable Spines (Ex): An opponent hit by a spinewyrm's spine (whether in melee, during a grapple, or during a spine volley) must succeed on a Reflex save or have the spine break off in his or her flesh. A lodged spine imposes a –1 penalty on attacks, saves, and checks; penalties for multiple spines stack. The save DC is Dexterity-based.

Spinewyrm Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Manifester Level	SR/PR
Wyrmling	40 ft., fly 60 ft. (perfect)	+0	14 (+2 size, +2 natural)	—	—	—
Very young	40 ft., fly 60 ft. (perfect)	+1	17 (+1 size, +1 Dex, +5 natural)	—	—	—
Young	40 ft., fly 90 ft. (perfect)	+1	19 (+1 Dex, +8 natural)	—	—	—
Juvenile	40 ft., fly 90 ft. (perfect)	+1	21 (–1 size, +1 Dex, +11 natural)	—	—	16
Young adult	40 ft., fly 90 ft. (perfect)	+2	25 (–1 size, +2 Dex, +14 natural)	Damage reduction 5/magic	1st	18
Adult	40 ft., fly 90 ft. (perfect)	+2	28 (–1 size, +2 Dex, +17 natural)	—	3rd	20
Mature adult	40 ft., fly 120 ft. (perfect)	+2	30 (–2 size, +2 Dex, +20 natural)	Damage reduction 10/magic	5th	22
Old	40 ft., fly 120 ft. (perfect)	+3	34 (–2 size, +3 Dex, +23 natural)	—	7th	25
Very old	40 ft., fly 120 ft. (perfect)	+3	35 (–4 size, +3 Dex, +26 natural)	Damage reduction 15/magic	9th	27
Ancient	40 ft., fly 120 ft. (perfect)	+3	38 (–4 size, +3 Dex, +29 natural)	—	11th	28
Wyrm	40 ft., fly 150 ft. (perfect)	+4	42 (–4 size, +4 Dex, +32 natural)	Damage reduction 20/magic	13th	29
Great wyrm	40 ft., fly 150 ft. (perfect)	+4	45 (–4 size, +4 Dex, +35 natural)	—	15th	31

Fort Save	Ref Save	Will Save	Spine Attacks	Spine Damage	Spine Save	Impale Damage	Frightful Presence DC
+3	+3	+4	1	1d3	DC 11	2d3	—
+5	+6	+6	1	1d4+1	DC 14	2d4+2	—
+7	+7	+8	2	1d6+2	DC 15	2d6+4	—
+10	+9	+10	2	1d8+3	DC 17	2d8+6	—
+11	+11	+12	3	1d8+3	DC 19	2d8+7	DC 19
+13	+13	+14	3	1d8+4	DC 21	2d8+7	DC 21
+15	+14	+16	4	2d6+4	DC 22	4d6+8	DC 23
+17	+17	+18	4	2d6+4	DC 25	4d6+8	DC 25
+19	+18	+20	4	2d8+5	DC 26	4d8+10	DC 27
+22	+20	+22	5	2d8+5	DC 28	4d8+11	DC 29
+23	+22	+24	5	2d8+6	DC 30	4d8+12	DC 31
+26	+24	+26	6	2d8+6	DC 32	4d8+13	DC 34

A spine can be removed safely with a DC 20 Heal check as a standard action; otherwise, removing a spine deals 1d6 points of damage.

Improved Grab (Ex): To use this ability, a spinewyrm must hit a creature one size smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to impale the opponent on its spined body.

Impale (Ex): A spinewyrm deals the damage listed in the spinewyrm table with a successful grapple check. The spinewyrm's foe must also make a Reflex save or have a spine embedded in his or her flesh.

Powerful Bite (Ex): All spinewyrms gain Improved Natural Attack (bite) as a bonus feat.

Psionics (Sp): A spinewyrm knows and manifests psionic powers as a psion of the level indicated in the spinewyrm table, except that it uses Charisma to set save DCs and earn bonus power points. Spinewyrms can choose powers from the psion/wilder list and the egoist list.

Spine Volley (Ex): With a snap of its tail, a spinewyrm can loose a volley of spines as a standard action (make a ranged attack roll for each spine). The number of spines it can fire is equal to its age category. This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature grows new spines quickly, and it can use this attack once every 1d4 rounds as a result.

Immunities (Ex): A spinewyrm is immune to sleep and paralysis effects.

Blindsense (Ex): Spinewyrms can pinpoint creatures within a distance of 60 feet. Opponents the spinewyrm can't actually see still have total concealment against the spinewyrm.

Keen Senses (Ex): A spinewyrm sees four times as well as a human in shadowy illumination and twice as well in normal light.

Wavearcher

Small Elemental (Water)
Hit Dice: 1d8+1 (5 hp)
Initiative: +2
Speed: 20 ft. (4 squares), swim 30 ft.
Armor Class: 13 (+1 size, +2 Dex), touch 13, flat-footed 11
Base Attack/Grapple: +0/–2
Attack: Composite longbow +3 ranged (1d6+2)
Full Attack: Composite longbow +3 ranged (1d6+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Elemental traits, fast healing 5, create arrows
Saves: Fort +3, Ref +2, Will –1
Abilities: Str 15, Dex 15, Con 12, Int 9, Wis 8, Cha 8
Skills: Listen +3
Feats: Point-Blank Shot
Environment: Elemental Plane of Water
Organization: Solitary or squad (2–8)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 2–3 HD (Small)
Level Adjustment: —

This liquid creature has a humanoid-shaped torso, head, and arms, but its lower body is a foamy sea wave. It carries a bow made of coral.

Wavearchers range far and wide across the Elemental Plane of Water, hunting anything they think they can slay with their arrows. They're often summoned to the Material Plane to fight on behalf of elemental clerics.

Combat

Wavearchers don't engage in melee, and instead fire arrows from a distance.

Create Arrows (Su): As a free action once per round, a wavearcher can pluck an iron arrow from its body. Such arrows disappear after 10 rounds.

Using a Wavearcher's Gear: If summoned to the Material Plane, wavearchers give up their longbow or arrows only if their caster improves their attitude to friendly (they start out indifferent, so it's a DC 15 Diplomacy or Intimidate check). The longbow disappears when the summoning spell ends, even if the wavearcher was defeated before then.

Z'Tal

Small Animal
Hit Dice: 1d8+2 (6 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
Armor Class: 15 (+1 size, +2 Dex, +2 natural), touch 13, flat-footed 13
Base Attack/Grapple: +0/–2
Attack: Scales +4 melee (1d4)
Full Attack: Scales +4 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Scream
Special Qualities: Low-light vision
Saves: Fort +4, Ref +4, Will +1
Abilities: Str 10, Dex 15, Con 15, Int 2, Wis 12, Cha 10
Skills: Jump +10, Listen +3, Spot +3
Feats: Endurance
Environment: Warm deserts
Organization: Solitary, pair, or leap (5–20)
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: 2 HD (Small)
Level Adjustment: —

This small, brown lizard hops up and down on its hind legs, its glossy scales shining in the sun.

The z'tal is a desert lizard known for its proclivity to hop from place to place and for the alarming scream it uses to disable predators.

A z'tal is about 2 feet tall and weighs from 5 to 8 pounds.

Combat

An herbivore, the z'tal only fights when it must. When confronted by one of the desert's many predators, a z'tal shrieks an alarm, then hops away. If cornered, the z'tal attacks by lashing its sharp-edged scales against a foe.

Scream (Ex): Any creature other than other z'tals within 10 feet of a screaming z'tal must succeed at a DC 10 Will save or suffer a –2 penalty to skill checks for one minute. Those who save against the z'tal's scream are immune to further z'tal screams for the rest of the day.

Skills: Z'tals have a +8 racial bonus on Jump checks. Ω